

ISSUE NO.
266
APRIL
MAY/JUN PRE-ORDER



GAME TRADE MAGAZINE



WAR OF THE RING™

based on The Lord of the Rings™ Trilogy by J.R.R. Tolkien
Second Edition

ARES

IN THIS ISSUE:

- THE FORGEBORN RISE AGAIN IN *SOLFORGE FUSION* FROM STONE BLADE ENTERTAINMENT!
- THE BAD GUYS GET *BIGGER & Badder* IN THE LATEST EXPAND-ALONE FOR *DISNEY VILLAINOUS*!

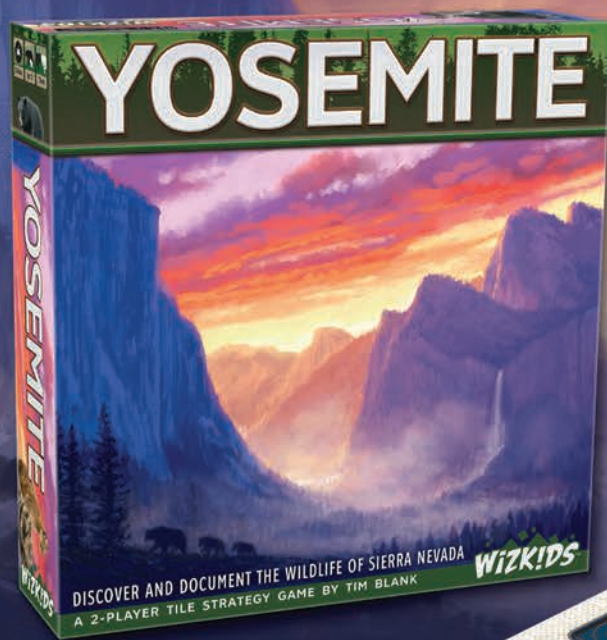




YOSEMITE

WELCOME TO YOSEMITE!

Yosemite is a fast-paced, competitive strategy game for 2 players based on the landmarks of Yosemite National Park. In this game, you'll travel through the park, take pictures of the animals and the landmarks, and go camping and fishing. Be the one who impresses the judges the most in order to win the coveted title of "Photographer of the Year."



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COVER STORY



War of the Ring: Epic Battles in Middle-earth

Created by the Italian game designers Roberto Di Meglio, Marco Maggi, and Francesco Nepitello, *War of the Ring* is acclaimed as one of the best thematic games of all times!

by Ares Games

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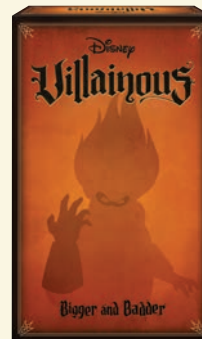


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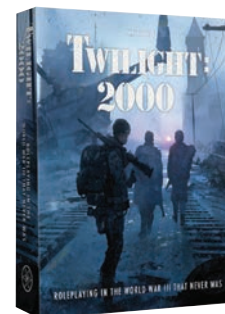
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FIRST RAT



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Move around the junkyard, collect materials, build rocket sections, prepare your family's rattronauts, and claim the most lunar cheese in First Rat! Featuring a double-sided game board and an included solo mode, this 1-5 player game is a great addition to family game night.



Playing is Passion!
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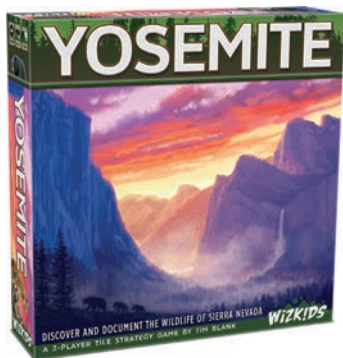


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Pegasus Spiele

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NEW FROM PAIZO



PATHFINDER GUNS DECK

This deck provides illustrations and statistics for over 100 new firearms from Pathfinder Guns & Gears and supports numerous firearms you can use.

PZ02230 MSRP \$22.99



PATHFINDER GEARS DECK

A companion to Pathfinder Guns & Gears, this deck provides illustrations and statistics for new clockwork gadgets and inventions for you to use.

PZ02231 MSRP \$22.99



STARFINDER ALIEN ARCHIVE BATTLE CARDS

This massive collection of over 200 reference cards features every extraterrestrial from Starfinder Alien Archive and Alien Archive 2!

PZ07425 MSRP \$59.99



STARFINDER SPELL CARDS

This double-sided map features the surface of water featuring outcroppings of rock and coral on one side and a stretch of seabed on the other.

PZ07330 MSRP \$14.99

PATHFINDER BOOK OF THE DEAD

This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures.

PZ02110

MSRP \$49.99



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Greetings Dear Readers!

Warmer weather, pranks, and perhaps a few fish (*Poisson D'Avril!*) may accompany your April edition of *GTM*, but let me assure you that you'll find only fun and fantastic games within these pages!

In this issue, we travel to the lands of Middle-earth courtesy of our friends at Ares Games. In the *War of the Ring*, players immerse themselves in the epic conflicts of J.R.R. Tolkien's *The Lord of the Rings*. Will Sauron succeed in his quest for the Ring of Power, or can the Free Peoples destroy it in the fires of Mount Doom — only you can decide in this acclaimed strategy game for the ages!

And if the fires of Mount Doom aren't enough to quench your desire for conflict, be sure to check out *SolForge Fusion* from Stone Blade Entertainment and Richard Garfield! The furnaces of the Forgeborn have been relit and war comes to the tabletop as never before in this unique and exciting Hybrid Card Game. With over 15,000 possible cards in the base set alone, *SolForge Fusion* is the next evolution in trading card games!

However, if you prefer to play the bad guy, you can't miss both the center gatefold and article this month for Ravensburger's *Disney Villainous*!

The latest expansion, *Bigger and Badder*, visits the beloved worlds of *Toy Story*, *The Sword and the Stone*, and *The Incredibles* for the latest additions to our playable baddies. Will you win a wizard's duel as the magical Madam Mim, entrap other toys as the adorable-yet-devious Lotso, or perhaps vanquish heroes and emerge victorious as Syndrome?

In parting, please join me in wishing my Mom a very happy birthday this month! Like many of you out there, both of my folks have been so instrumental in supporting and encouraging my love for games from a young age and I am so grateful for it. Thanks Mom, and happy birthday! ❤️

Enjoy the latest issue everyone — no fools (or fish) here!

Game on,
-JG



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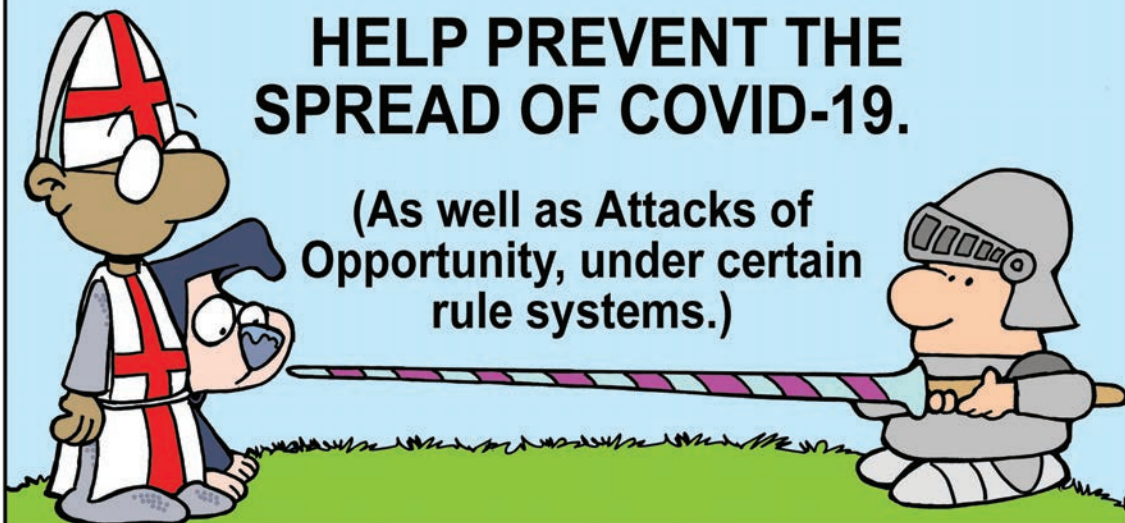
Retailers: For wholesale inquiries, please contact **Marc Aquino at 410.415.9238**, or email mla2@alliance-games.com

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Please maintain a 6 ft. distance between yourself and others.

HELP PREVENT THE SPREAD OF COVID-19.

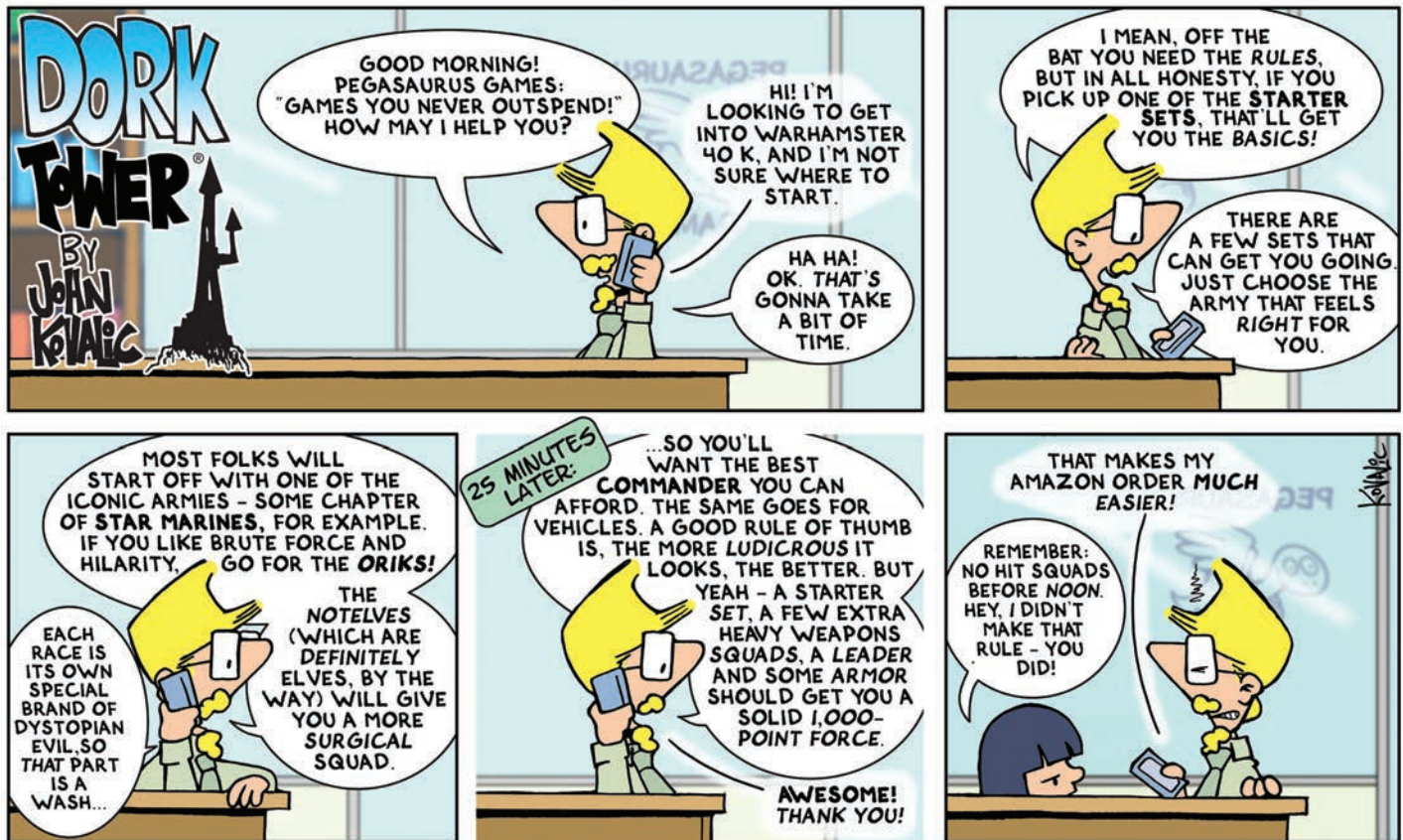
(As well as Attacks of Opportunity, under certain rule systems.)



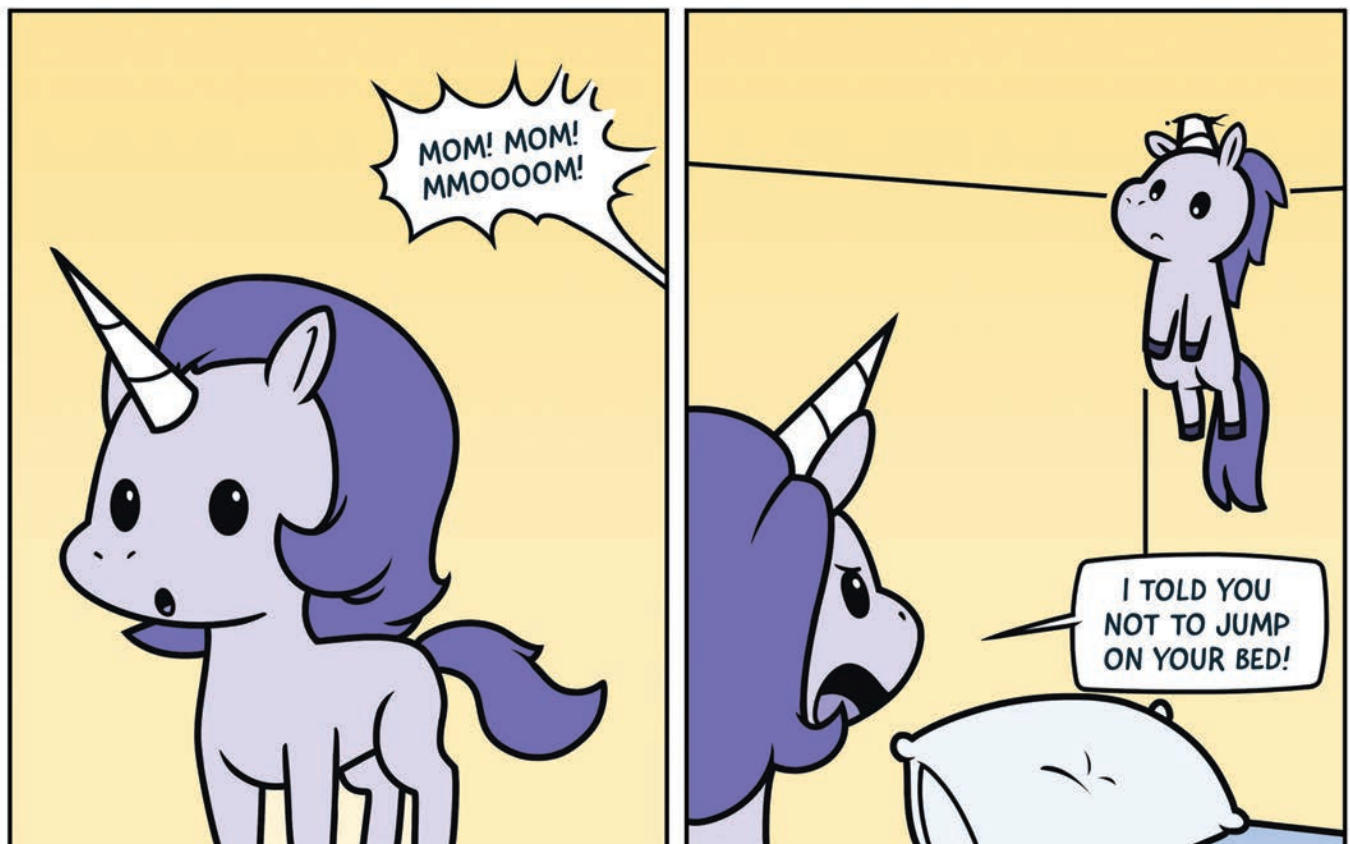
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A large, detailed illustration of the G.I. Joe Cobra Commander, a massive, armored figure with a skull-like face and multiple eyes. He is surrounded by several boxes of G.I. Joe BattleTech toys, including the 'Cobra Commander' set.

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THE SOCIAL STRATEGY HORSE RACING GAME

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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON



MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO



AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550.....\$19.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$19.95

MORGAN LE FAY PLAYMAT
UPI 15526.....\$19.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....\$19.95

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....\$19.95

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....\$19.95

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$19.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$19.95

USAOPOLY

SPOTLIGHT ON



CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 6810720.....\$19.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO 01113449.....\$19.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO 04010595.....\$19.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO 00210103.....\$19.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 9096712.....\$19.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.
USO 91033069.....\$19.95

SPOT IT!: PROTOPOSE
Get ready for a magical winter wonderland with Spot It! ProtoPose. Scheduled to ship in September 2020.
USO 91033069.....\$19.95

WIZARDS OF THE COAST

FEATURED ITEM



MAGIC THE GATHERING CCG: ARENA STARTER KIT
WOC C7512000.....\$19.95

MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (34) WOC C7503000.....\$19.95
BUNDLE WOC C7507000.....\$19.95
COLLECTOR BOOSTER DISPLAY (12) WOC C7510000.....\$19.95
PLANESWALKER DECK DISPLAY (10) WOC C7506000.....\$19.95
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$19.95

WIZKIDS/NECA

SPOTLIGHT ON



DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 100mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman, and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Frightful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from outlandish designer Geoff Engelen. Choose one of the four unique tables and matching ballgates for something new, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

SPOTLIGHT ON



SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from outlandish designer Geoff Engelen. Choose one of the four unique tables and matching ballgates for something new, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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WAR OF THE RING:

EPIC BATTLES IN THE MIDDLE-EARTH

WAR OF THE RING: 2ND EDITION

AGS WOTR001 \$99.90 | Available Now!

"All about the hills the hosts of Mordor raged. The Captains of the West were foundering in a gathering sea. The sun gleamed red, and under the wings of the Nazgul the shadows of death fell dark upon the earth."

War of the Ring Second Edition, the grand strategy board game based on "The Lord of the Rings" trilogy, allows players to immerse themselves in the world of J.R.R. Tolkien and experience its epic action, dramatic conflict, and memorable characters.



Created by the Italian game designers Roberto Di Meglio, Marco Maggi and Francesco Nepitello, *War of the Ring* is acclaimed as one of the best thematic games of all times. The Second Edition just celebrated its tenth anniversary, and it continues to be a best seller for Ares Games, while evolving with expansions and accessories, as well additional stand-alone games. The entire *War of the Ring* range of games is continually reprinted by Ares Games, trying to catch up the increasing sales, and new releases are in the pipeline – the next one is the upcoming *War of the Ring Deluxe Game Mat*.



War of the Ring Second Edition is a board game for two to four players, recreating the struggle of the armies of the Free Peoples and the heroic Companions of the Fellowship of the Ring against the dark host of the Shadow and the powerful Minions of the Dark Lord. In a two-player game, each opponent will lead either the Free Peoples or the armies of the Shadow, while in a three or four-player game, the players are organized in two teams. As the Free Peoples, they command the proud hosts of the most important kingdoms of the Third Age, leading the defence of the last free realms of Middle-earth. As the Shadow, they lead the hordes of the Dark Lord and his most powerful minions as they try to bring darkness across Middle-earth.

To recreate the epic story, *War of the Ring* presents a unique combination of card-driven and dice-driven mechanics. The dualism between placing an effort on destroying (or hunting) the Ring, or focusing on the War itself, is reflected by the action dice system. The players are faced with the constant dilemma of using their actions to pursue one path or another. Another important element is the political track: the fact that the participation of the various Free Peoples nations in the War of the Ring cannot be taken for granted, and that the Free Peoples player must use precious resources to get them to join. The event cards also play a key role in capturing the many intricacies of the story, creating a new narrative every time you play.



With original illustrations created by John Howe, one of the world's foremost Tolkien illustrators, *War of the Ring* also features stunning components: a huge game board – a 70x100 cm color map of Middle-earth; over 200 plastic figures representing armies and characters, with more than 30 different sculpts, 110 cards; 21 special and standard dice.



The first expansion, *Lords of Middle-earth* allows players to explore different possibilities in the game, and features new characters: Elrond, Galadriel, Gothmog, and the powerful Balrog of Moria, as well as alternate versions of the Witch-king and the Mouth of Sauron. It also includes new figures for Aragorn and Gandalf the White, two special Action Dice, and new versions of all the Companions of the Fellowship of the Ring, to play the optional "Council of Rivendell" variant.



Warriors of Middle-earth, the second expansion, places the spotlight on people and races of Middle-earth which were featured only as special Event Cards in the base game. The Dead Men, Ents, and Great Eagles for the Free Peoples, and the Corsairs of Umbar, Dunlendings, and Great Spiders, for the Shadow, become an essential part of the game, with unique figures and specific abilities to be combined with new mechanics to open up new strategies when playing *War of the Ring*.

The expansions were conceived to be a trilogy, and the third one, *Kings of Middle-earth*, is now in development, focusing on the role of the Free Peoples rulers, like Theodén, Denethor, Dain, Brand, and Thranduil, and their weaknesses. Its release date has not been announced yet.



The *War of the Ring* line also includes two stand-alone games, *The Battle of Five Armies* and *Hunt for the Ring*. *Hunt for the Ring* is a hidden movement, deduction, and adventure game that recreates the initial chapters of "The Lord of the Rings" and can be played as a prequel to *War of the Ring*. *The Battle of Five Armies*, inspired by the climactic battle from "The Hobbit", was out of stock for a long time and is now back in a revised edition, including various improvements to rules and cards. Available now is also a new *War of the Ring* mini-expansion, *Fate of Erebor*, linking the outcome of this game with the setup of *War of the Ring*. What if the Free Peoples had lost the Battle of Five Armies, and Erebor was lost to the Shadow?



War of the Ring players are always interested in enriching their gameplay experience, and a new accessory is coming to provide the ultimate board to play the game: the *War of the Ring Deluxe Game Mat*, a beautiful game mat in high quality neoprene, almost 50% larger than the normal *War of the Ring* 2nd Edition game board. Other accessories in the line include the beautiful sets of *Card Boxes* and *Sleeves*, available in two different styles.

Last but not least, the *War of the Ring* line is going to be further expanded with a new game: the *War of the Ring Card Game*, designed by Ian Brody — author of the *Quartermaster General* series. In this multi-player game, each player will control one or more of the factions in the *War of the Ring* — Dwarves, Dunédain, Dwarves, Elves, Hobbits, Rohan, Wizards vs. Isengard, Mordor, and Mordor's Allies — using a unique deck, reproducing the strengths and weaknesses of the specific cultures they represent. Strongly thematic, like the ononymous board game, *War of the Ring Card Game* will be simpler and faster to play, and it is expected to release in late 2022.

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YOSEMITE

WIZKIDS

YOSEMITE

WZK 87523 \$29.99 | Available June 2022!

Welcome to the Annual Yosemite National Park photo contest. It's time for you to show off your skills! Take the best pictures of our beautiful park and impress our judges to with the title of "Photographer of the Year!"

Also, we should probably note that we've invited your biggest rival to take part in the contest, too. But we're sure you'll be able to handle them! We can't wait to see your pictures. Good Luck!

Welcome to Yosemite!

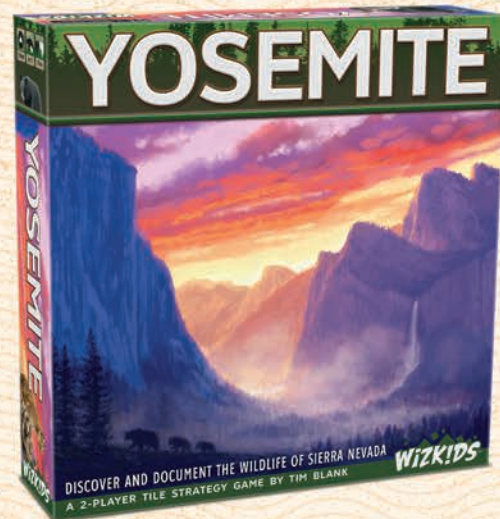
Yosemite is a fast-paced, competitive strategy game for 2 players based on the landmarks of Yosemite National Park. In this game, you'll travel through the park, take pictures of the animals and the landmarks, and go camping and fishing. Be the one who impresses the judges the most in order to win the coveted title of "Photographer of the Year." It was created by innovative designer Tim Blank, and brought to life with beautiful illustrations by Beth Sobel.

The park itself is represented by a 5x5 grid of animal tiles, which you and your opponent will move around, looking for animals to feature in your photography. You'll be working to take photos featuring specific combinations of animals, with bonuses for using certain landmarks, as well as focusing on the judges' favorite animals to come out ahead. It features a number of unique mechanics as you push and pull for advantage, but the most significant is the way you'll travel around the park.



Each turn, you'll move your photographer meeple one of two ways. You can either move one space in any direction, or you can collect the animal tile you are on by moving according to that animal. These movements are all thematic to the specific animal, and dangerous animals can move your opponent as well! You always get to choose where your opponent moves in these cases, so you'll be looking for ways to mess with their plans while advancing your own. The types are:

- Red Fox: Move one, two, or three space. True to the fox's agility, you can move in different directions, making this the most versatile choice.
- Black Bear: Move exactly two spaces in one direction. You may move your opponent one space in any direction. This enormous animal can't move just a single space, the commotion causes your opponent to scramble.
- Bighorn Sheep: Move any number of spaces in the same direction. Its head-down charge can take you across the grid, but turning isn't quite as easy.



- Rattlesnake: Move one or two spaces. If you land on your opponent, move them one space in any direction. Ready to strike at a moment's notice, you can use the Rattlesnake to coil around, and cause your opponent to jump!
- Cougar: Pounce to the edge of the Park in one direction. If you cross through or land on your opponent, move them up to two spaces. This is the only animal that can move through your opponent, knocking them far out of the way in the process. Once it gets going, it's tough to stop, and always ends up at the edge of the park.

Each time you use an animal bonus, you'll collect their tile and earn a bonus. Fish let you make your turns less predictable, granting you a chance to move your photographer before taking your movement. Your opponent might be expecting a red fox movement, only to have to contend with a cougar instead! Tent bonuses let you play tug of war on the tent track, worth a number of bonus points at the end of the game depending on how close to you it ends up. The Camera bonus will drive the majority of your points.



Next to the game board and grid are two photo cards and two judge cards. When you get a Camera bonus, you can discard tiles matching the animals on one of the photos (or a matching pair to replace an animal you don't have) to claim that photo card, and its corresponding amount of points. You'll also get points at the end of the game for having the most images of one of the judge's preferred animal types across all of your photos and tiles. Finally, you can collect special landmark tokens, which grant escalating points based on how many of the photo cards you claimed match those specific landmarks.

With strategic movement and a variety of ways to score, Yosemite is fast and challenging, keeping you and your opponent on your toes as you explore the beautiful park.

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UWE ROSENBERG'S

NEW YORK ZOO

EASY TO LEARN
FAMILY FRIENDLY
PLAYS IN 60 MINUTES

FUN PUZZLE
TILE PLACEMENT
ABSTRACT STRATEGY

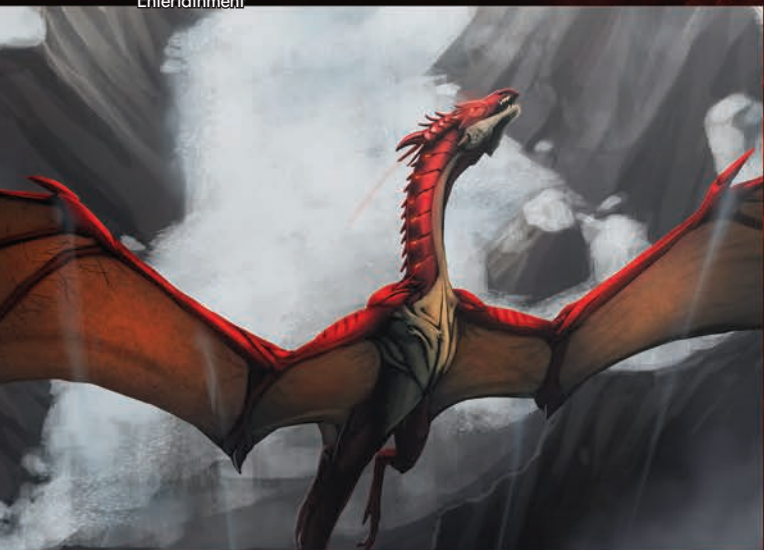
WELCOME TO THE NEW YORK ZOO



FS1004 MSRP \$39.95

BACK IN STOCK!





SOLFORGE FUSION: SET 01 STARTER KIT

SBE SFFS1SK \$34.99 | Available June 2022!

SOLFORGE FUSION: SET 01 BOOSTER KIT

SBE SFFS1BK \$29.99 | Available June 2022!

SolForge Fusion began more than a decade ago when Richard Garfield and I met at the PAX Dev conference. Richard is the legendary game designer who created *Magic: the Gathering*, a game that changed my life.

We started by creating *SolForge's* unique three-level system, where cards level up as you play them, creating a unique gameplay experience where you get to customize your deck both before and during play. The game ran successfully for four years before being sunsetted in 2017.



Since then, we've been looking for a way to bring back *SolForge*, but neither Richard nor the team at Stone Blade believed that a straight relaunch was the correct plan. Back in 2011, *SolForge* was "the next evolution in digital card games," but ten years later we were worried it was "just another digital card game." If we were going to bring back *SolForge* in a sustainable way, we had to return to the question that started it all: "What's Next?"

THE ORIGINS OF SOLFORGE FUSION

It was one of Richard's other designs, *Keyforge* (no relation), that sparked the idea for the next iteration of *SolForge*. Based on advances in digital printing technology, it is now possible to make custom cards and decks, something that would have been impossible even a few years ago.

In *Keyforge*, the decks were pre-generated and 100% unique. This meant that no two players would have the same deck, completely upending decades of trading card game tropes, where players would often copy whatever "netdeck" was winning that month.



I started to imagine what else could be done to leverage this new technology. In other words, "What's next for digital printing technology?"

The result, *SolForge Fusion*, is the best of both worlds, giving players the option to customize their deck but still ensuring every player's deck is 100% unique.

SolForge Fusion is the world's first Hybrid-Deck game, a game where players combine different unique half-decks to customize their play experience.

SolForge Fusion goes beyond just digitally printing unique decks, but also uses a unique algorithm to digitally create the cards themselves. By "Fusing" two card halves together, *SolForge Fusion* will have over 17,000 possible cards in our first set alone (more than was created in the first twenty+ years of *Magic: the Gathering!*), with more unique deck possibilities than there are atoms in the universe.

Moreover, all *SolForge* decks can be scanned into your online collection, where they can be exported and played via Tabletop Simulator.

TURNING A PURELY DIGITAL GAME INTO A DIGITALLY PRINTED GAME

In order to make a good sequel to a game, you need to know the core tension of your game. A core tension is the primary constraint that players push against as they play the game.

The core tension of *SolForge* is the leveling of cards. Players can play any card they want each turn, which also levels that card up. The tension comes from the fact that the more powerful cards, in the short term (i.e. good Level 1 cards), tend to come with weaker leveled up versions. Keeping this tension high and creating a lot of interesting level progressions is the core of what made *SolForge* so much fun.

SolForge was originally designed to be a TCG that uniquely takes advantage of the digital space. In it, each card had three levels which evolved as you played the card, allowing us to tell more interesting stories and give players more interesting play decisions than with a single static card.

Leveling up cards is easy when a computer handles it for you because the process is seamless and automatic. In a physical game, where leveling up is manual, we had to work on making the leveling process fast and efficient for the players. We updated the game engine to make the process of leveling as obvious as possible. Graphic design is a key to making gameplay intuitive.

As you play cards each turn, they are removed from your deck and you replace them with a higher level version. By reducing the size of the deck from 30 cards to 20 cards, the number of cards becomes easier to track from round to round. The deck will always be 20 cards when shuffled until the final rounds of the game. This also had a

beneficial effect of reducing game variance and giving players more opportunity to see their leveled-up cards each round.

SHARED TURNS

SolForge Fusion uses a shared turn model, where players alternate control of "The Forge." Whoever has the Forge plays a card first, followed by the player without the Forge. This process is repeated once more before combat begins. Playing cards one at a time allows the person without the Forge time to search for their level-up cards, making the process less burdensome.

This streamlined turn structure also makes the game go faster and creates a dramatically different feeling from turn to turn depending on whether or not you have The Forge.

DEFINITIVE END GAMES AND THE FORGEBORN

The Forgeborn are the most iconic characters in *SolForge*. They represent the most powerful characters in the game, those who can actually wield the power of the *SolForge* directly. In the original *SolForge*, the Forgeborn were the only creatures that had a fourth level. This gave players something fun to strive for, but since few games would last long enough for the fourth level to come into play, the Forgeborn rarely lived up to their potential.

In *SolForge Fusion*, we placed the Forgeborn front and center.

Each Faction half-deck comes with a unique, algorithmically generated Forgeborn. Players pick which Forgeborn of the two combined decks they want to use.

Every three turns, players shuffle their deck and level up their Forgeborn, granting them access to a new unique power that is guaranteed to have an impact on gameplay.

The Forgeborn are a huge part of the *SolForge* lore and players can now embody those characters in a far more compelling way. In addition, the Forgeborn are a fun way to track the game progression, as the Forgeborn levels up at the same rate that a player gets access to higher level cards. After the Forgeborn's mighty fourth-level powers are unlocked, the game goes into sudden death mode, ensuring a dramatic conclusion within a reasonable period of time.

SolForge Fusion, the next evolution in trading card games, will be available everywhere this Spring. Experience the first ever Hybrid Card Game with over 15,000 cards in the base set alone!

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MAKE YOUR DREAMS COME TRUE WITH



ADVENTURES IN EQUESTRIA

MY LITTLE PONY: ADVENTURES IN EQUESTRIA

RGS 02401 \$45.00 | Available June 2022!

Do you dream of exploring the land of Equestria? To go on magical adventures with your friends, facing hurdles and challenges together? Well, the wait is finally over! Prepare for tales of adventure and friendship in *My Little Pony: Adventures in Equestria*, from Renegade Game Studios!

My Little Pony: Adventures in Equestria is a 1-4 player cooperative deck-building game that lets you and your friends take on the roles of Applejack, Fluttershy, Pinkie Pie, Rainbow Dash, Rarity, and Twilight Sparkle. Travel to various helpful Locations around Equestria as you recruit Allies, learn Actions, search for Artifacts, and resolve Situations that appear in the Adventure Row! Collect Sugar Cubes to overcome Hurdles and the Final Challenge to win the game!

My Little Pony: Adventures in Equestria is a completely cooperative deck-building game, you'll work with your friends to overcome three hurdles and one final challenge before time runs out. Each player picks a Starting Pony Character to play as, and starts with a 10-card starting deck, their Oversized Character Card, and the standee for that Pony Character. Each pony starts the game with a unique card in their deck and a special ability on their Character Card, giving them all a distinct feel when you start the game. Gift your friends sugar cubes with Applejack, or help everyone move a little bit further with Rainbow Dash! *Adventures in Equestria* can also be played as a completely solo adventure, allowing you to explore Equestria on your own time.

ADVENTURE AWAITS

On your turn, play cards from your hand, purchase cards from the Adventure Row, move to locations around Equestria to perform tasks to help you and your friends, use your Character Card ability, resolve situations, and try to overcome hurdles and the final challenge to win the game!

Playing cards from your hand will help you setup the rest of your turn, helping you to buy awesome new cards, perform Tasks to help your friends, and activate your magical character abilities.

As you continue your turn, you'll obtain new cards from the Adventure Row in the form of Allies, Actions, and Artifacts that will help you overcome the hurdles. Actions are fun maneuvers that give you powerful bonuses when played. Allies are friendly characters who want to help you during your adventure. Artifacts are powerful Elements of Harmony that will have your heart singing!

The adventure row is full of cards pulled from the Adventure Deck, so you're never sure what kind of adventure awaits. But it's not all sunshine

and rainbows, sometimes a situation might pop up in the Adventure row! Situations are troubling events that you must get rid of as soon as possible! If you're looking for a more straightforward adventure,

Situations can be removed at the start of the game to create an easier experience.

In your adventures, you'll find yourself travelling around Equestria and completing fantastical Tasks that will help you and your friends overcome Situations, Hurdles, and The Final Challenge! Stop by Sweet Apple Acres for some Sugar Cubes or cozy up in Fluttershy's Cottage. Every location has unique tasks to perform, and the more you explore, the more locations you can find!

Finally, at the end of the turn, you and your friends can try to overcome a Hurdle or the Final Challenge! During this time, all players can work together, pool their resources, and support one another as they face challenges like stampedes or even something as simple as dealing with too many suggestions! But be careful: every turn more dark clouds gather on the Hurdles and the Final Challenge, making them harder to overcome. But by working together and supporting each other, nothing is impossible! If you can overcome The Final Challenge, then everyone at the table wins!

PLAY YOUR WAY

My Little Pony: Adventures in Equestria can be customized to find the perfect difficulty. As mentioned, situations can be removed from the game completely, and

Hurdles and Final Challenges all have a difficulty rating of 1-3 on them. To make the game easier, you can include more 3's, to make it easier, include more 1's and 2's! Your adventures in Equestria are yours to experience at whatever difficulty you want!

With the power of friendship, anything is possible! Are you ready to explore Equestria, overcome hardship and challenges, and go

on amazing adventures with your closest friends? *My Little Pony: Adventures in Equestria* releases in the second quarter of 2022. Pre-order your copy today and be sure to check out renegadegamestudios.com for more information!

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Derek Shuck is a freelance writer whose work has appeared in everything from the local paper to the biggest websites in the world. His grandma once called him "The John Wayne of Words."





GABRIEL J.
COHN

SPACE STATION PHOENIX

Assemble your fleet and build your station!



The Galactic Council is considering expansion into a recently discovered solar system, one with a yellow dwarf star and some interesting-looking planets, including one that holds a species that could soon develop the technology required to join them.

You have assembled a rag-tag fleet of ships. They don't look like much, but they contain the one thing you need to build the station - Metal. You will need to dismantle this fleet, one ship at a time, to get it. Each time you turn a vessel into metal, your action options become more limited.

Do you dismantle your last fast Transport ship - your only lifeline back to the Council HQ? Or the Terran Expedition craft you use to travel down to that little blue planet to gather the food and water your workers need to survive? It is all up to you and your crew in *SPACE STATION PHOENIX*!

Game Features:

- Start with a rag-tag fleet of ships and compete with your opponents to build the best space station in the solar system
- Decide when to scrap your valuable ships to provide rare materials to grow your station
- Use of your own ships or bribe the opponents' crews to stay one step ahead
- Work behind the scenes to become master of the guilds and take benefits from other players' actions
- Almost infinite replayability - millions of possible setup options for each game

Available April 2022!

www.RioGrandeGames.com



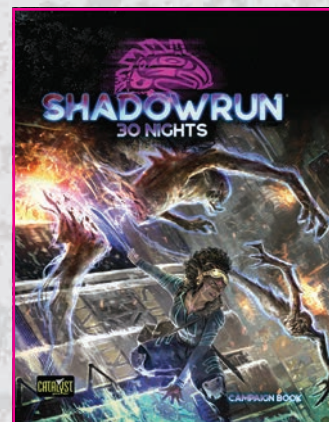
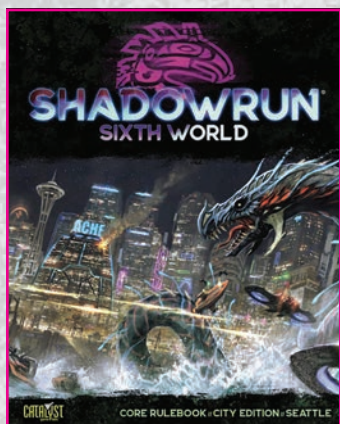
SHADOWRUN

IS READY - ARE YOU?



SHADOWRUN SIXTH WORLD CORE RULEBOOK - SEATTLE EDITION
CAT 28000S \$49.99 | Available Q1 2022!

Shadowrun is one of the most enduring game-settings of all time. The role-playing game has seen six editions, and there have been at least seven computer games for the universe. It's also had a collectible card game, a deck-building game, a hacking card game, a board game, a push-your-luck dice game, and dozens of novels, novellas, and short stories. With all this, it's worth asking: Should I get into *Shadowrun*, and why now?



Then there's the metaplot of the Sixth World, one of *Shadowrun*'s most distinctive features. When *Shadowrun* first premiered, the setting was based in 2050. The current setting year is now 2082, and some memorable events have happened as the universe progressed. The bug spirit invasion of Chicago, the death of newly elected United Canadian and American States (UCAS) president and great dragon Dunkelzahn, the takeover of the Renraku Arcology by a malevolent artificial intelligence, the changes wrought by the passage of Halley's Comet, the isolation of Boston as a new strain of cognitive fragmentation disorder rapidly spreads — all of these memorable moments happened as the Sixth World's ongoing story unfolded. *Shadowrun, Sixth World* has brought big plot elements — blackouts in the UCAS that led to the fracturing of that nation, rifts to different metaplanes opening across the world, and the assassination of a very high-profile figure. These plot elements are designed to play off of each other and give players a chance to shape how the events develop. Whether they get involved through campaign books such *30 Nights*, *Assassin's Night*, or *The Third Parallel*, or through plot books such as *Cutting Black*, *Slip Streams*, and *The Kechibi Code*, players have many opportunities to have fun with these ongoing plotlines.

In my completely unbiased opinion as the current *Shadowrun* line developer, the answer to the first question is yes. But I can accept that people won't just take my word for it, so I'll dive into the second question with a look at some of the things going on in the line right now that make it a great time to be involved in *Shadowrun*.

First, there's a reprinted rulebook that incorporates all published errata and some new changes, while also including sixteen pages of Seattle-centric material. That book is discussed in more detail in another article here, so I won't go into more detail about it except to say this — the current rules are notable for taking all of the options that have been added to the game since it first premiered, including adepts, bug spirits, the wireless Matrix, and technomancers, and putting them into a more compact, streamlined ruleset. More options with less complication is the goal.



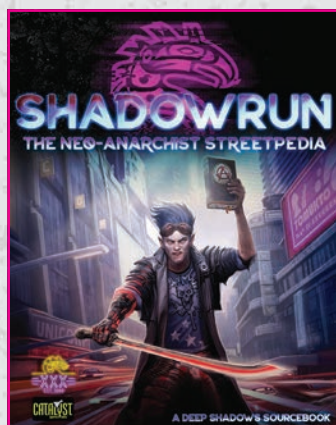
The line overall is in a good spot where it has much more support than when the core book came out but still has exciting things to come. Three of the critical core books — *Firing Squad* for combat-oriented characters, *Street Wyrld* for magic characters, and *Double Clutch* for riggers — have been released. One of the core books that typically is in the highest demand is the players' option book, which offers more metatypes, qualities, character creation methods, and more. That book, the *Sixth World Companion*, is scheduled for a May release. More core books, including a Matrix book called *Hack & Slash* scheduled for later this year, will follow, but the currently available books provide lots of options to a range of players.





There are also key resource books that can help people know what they need to know about the Sixth World without having to get buried by three decades of history. *The Neo-Anarchist Streetpedia* collects entries on dozens of people, places, and groups in the Sixth World and puts them all in one place. *No Future* talks about the entertainment and leisure options available to people in the Sixth World, *Power Plays* provides a rundown on the major corporations of the Sixth World, and the upcoming *Emerald City* provides an update on the key city of the Sixth World, the newly independent Seattle.

Other card decks have been made to accompany the core books — *Gun Rack* has weapons, *Mobile Grimoire* has spells, and the *Rides Deck* has vehicles. These are useful as quick references at any table, but combining them with the gamemaster screen makes them even easier to organize and use. On top of all this, an upcoming card deck called *Shadow Points* has information on locations that can be dropped in any city, such as a cubicle farm, corporate skyscraper, or police station, detailing entrances, security, plot hooks, and other information.



We've also put work into resources to make playing *Shadowrun* easier and immersive. At the core of these is the activated gamemaster screen released for *Shadowrun*, *Sixth World*. Along with the customary reference tables, the screen has pockets so the gamemaster can use cards and reference sheets specific to their needs. Some of these pockets sit at the top of the screen, so the gamemaster can position the NPC cards from the *Rogue's Gallery* or *Johnson 'Dex* there, letting them see the back side with the game stats while presenting the art to the players.

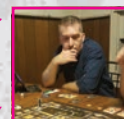


The *Shadowrun* fiction line also continues forward, and upcoming stories will directly mesh with elements in the game sourcebooks. For example, a sourcebook coming up this summer called *Shadow Cast* looks at different types of *Shadowrun* archetypes, including a summoner specializing on beast spirits or a decker who also can hold their own in physical combat. An accompanying anthology will put some of these archetypes into action so that players can get the background info on the archetype while also seeing how they work in the field.

With all this and more on the way, there is no better time to get into *Shadowrun*!

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Jason M. Hardy is the *Shadowrun* line developer for Catalyst Game Labs and the designer of *Our Cartoon President: The Game*. He also developed the initial structure of *MechWarrior: Destiny* and co-developed a new rules system set to debut in 2022.



BARDSUNG

BECOME A HERO WORTHY OF SONG WITH STEAMFORGED GAMES' HOTLY ANTICIPATED DUNGEON EXPLORER BOARD GAME



BARDSUNG: LEGEND OF THE ANCIENT FORGE

SFL BS-001 \$199.95 | Available March 2022!

Picture the scene: you stumble into a musty tavern after a long day working the fields. As you take your first sip of a tankard of ale, you hear the dulcet twang of a lute springing to life. The resident bard strikes up a stirring tune about a knight errant vanquishing an evil demon. You sit by the hearth, gazing into the flames, mesmerised as always. As he regales the room with songs of mighty warriors and courageous adventurers from across the lands, you slip into familiar fantasies as easily as putting on an old pair of boots. You've always dreamed of hearing the minstrels singing **your** name one day.

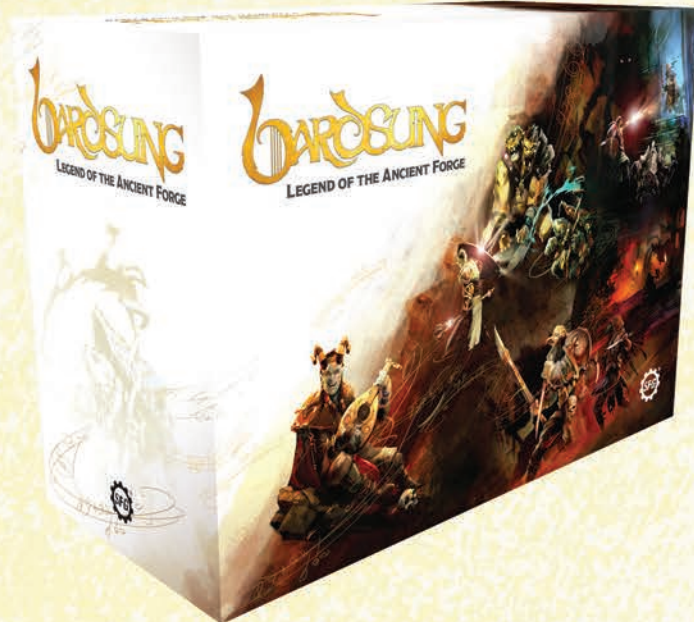
Well, now's your chance.

I NEED A HERO

Bardsung: Legend of the Ancient Forge is a **cooperative dungeon explorer** board game for 1-5 players. The story begins with you volunteering to sally forth against a horde of hobgoblins who've been plaguing nearby villages.

Rumour has it these pesky raiders are taking refuge in the mysterious Ancient Forge. Should be simple enough to venture below and dispatch them with a stout heart and a steady hand, right?

To undertake this quest, you'll step into the hobnailed boots of a colourful band of adventurers reminiscent of roleplaying classes. Every character is at the beginning of their own path but, as you progress their story, you'll add new strings to their bow — or should that be harp? Decide what kind of hero you want them to be by up-



grading their stats, unlocking powerful new abilities, and enhancing their existing skills.

Without giving too much away, you might find more than you bargained for as you plumb the murky depths of the Forge... Get ready for epic campaigns full of excitement, discovery, and high adventure!

DANCE TO YOUR OWN TUNE

Don't expect to see everything the Forge has to offer on your first adventure.

A *Bardsung* campaign starts with a single tile and a destination. Then, through the choices you make, you'll gradually build a branching, labyrinthine dungeon of dangerous enemies, wandering monsters, challenging puzzles, and valuable treasure.

Heavily inspired by choose-your-own-adventure classics, *Bardsung* emphasises player agency. You and your party will always have a say in where you go, what you do, and how you respond to the obstacles the Ancient Forge will throw your way.

And these choices aren't as simple as just picking one door or another. Your decisions impact how the game unfolds, with some ramifications only becoming clear further down the line.

A choice in *Bardsung* is like a stone cast into a pond, causing ripples that spread outward. So, tread carefully! Or be loud and brazen. The journey is yours — it's up to you how you make it.

With the myriad paths in front of you and multiple endings, **no two campaigns will be the same**. You've got countless hours of fun ahead if you want to unravel *Bardsung's* many mysteries.

And if you're a fan of amazing storytelling, you're in for a real treat. Your *Bardsung* adventures and escapades will unfold with lush narrative from the legendary Rhianna Pratchett, as well as the best storytelling Steamforged Games has to offer, including writing by ENNIE award-nominated Richard August!





FIGHTING THE GOOD FIGHT

It's not just hobgoblins you'll encounter. The Ancient Forge is home to creatures of all shapes and sizes: some hostile, some friendly, and some ambiguous.



With a variety of formidable foes in your path, such as ravenous wolf packs and mutant cave sharks, you'll have plenty of chances to prove yourself worthy of song!

Fight turn-based battles where your skill and knowledge are just as important as any dice roll. Positioning and teamwork are vital for your attacks and working with your allies. You'll need your wits about you if you want to survive down in the depths.

Conquering your foes lets you buy new abilities, upgrade existing abilities, and increase the stats of your characters.

But this isn't just your standard dungeon crawl. Bardsung brings plenty of fresh mechanics to the table(top).

For instance, the 'Marching Order' system is a unique take on turn-based battles. Each character, friend or foe, has their own initiative card which governs when they act. You'll need to master this element to survive.

Don't worry if it sounds complicated. Bardsung is designed so everyone can enjoy it. The game setup is quick and easy, starting with just a single tile, and the rules will give you a tutorial as you go, so they're easy to follow (but tough to master).

Even the greenest squire will have a story to tell after a voyage into the darkness!

WHAT'S IN THE BOX?

We've gotten so carried away talking about the incredible lore and mechanics that we haven't even discussed what you get in the box.

As we explained earlier, the 'board' of Bardsung is created by tiles laid one-at-a-time as you explore. The core game includes 20 dungeon tiles for you to build your campaign.

And then there's the minis... 68 of them to be precise, with 32 unique enemy models. Each mini is highly detailed and ready to take pride of place in your collection! There's also 5 incredible character minis and one gargantuan boss mini (if you can even call it that) on a 120mm base!

On top of that, there's a full set of RPG dice, and over 900 cards crammed with information, lore, and everything else you need for unforgettable campaigns.

THE ADVENTURE OF A LIFETIME



What are you waiting for? The chance to tell your own tale of bravery and derring-do awaits! The songs won't write themselves, you know...

Vanquish your foes, discover the secrets of the Ancient Forge, and become the hero you always dreamed of.

Become *Bardsung*.

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BLOOD & STEEL



VICTORIAN AGE COMBAT 1837-1901

BY FIRELOCK GAMES

BLOOD & STEEL

VICTORIAN AGE COMBAT 1837-1901

Blood & Steel: Victorian Age Combat 1837-1901 is a game that allows you to resolve relatively short, skirmish-sized combat in various theatres during the reign of Queen Victoria. The upcoming core book presents an easy to grasp set of rules, based on the **Blood & Plunder** mechanics, and allows players to complete a game within a couple of hours. Standard games are played in a 3'x3' table and involve 25-30 models per side. However, the game scales up to larger games of over 60 models per side on a 3'x6' table.

People familiar with **Blood & Plunder** and **Blood & Valor** will easily recognize and adjust to **Blood & Steel** as this game was designed to fit neatly between the other two, allowing for a relatively smooth transition between game rules. While the core of game mechanics is rooted in **Blood & Plunder**, there are several changes that make **Blood & Steel** a unique gaming experience. These changes serve to bring the mechanics to a more modern time in which the fast development of weapon technology was facilitated by the Industrial Revolution. An example of this development is the main weapon used by infantrymen of the time. At the beginning of Victoria's reign, soldiers used muzzle-loading smoothbore muskets with a relatively short effective range and poor accuracy. In contrast, at the turn of the century, soldiers were armed with breach-loading rifles which had almost twice the effective range and much greater accuracy. As a result of these and many other changes to weapon technology, infantry tactics saw a change from massed formations to the open-order arrangement still in use today.

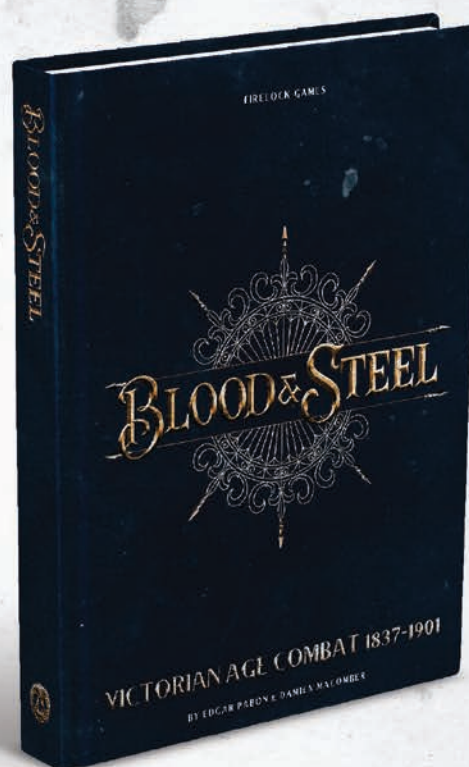
The core book of **Blood & Steel** aims to introduce players to the variety of conflicts and combatants that were part of the Victorian Age. To that end, it introduces a sampling of 6 conflicts for players to choose from.

The first one is the 2nd Seminole War (1835-1842) fought between the U.S. Government and the Native American collective known as the Seminoles who had not submitted to the plan for relocation to the West. This conflict saw the first use of Riverine Warfare Tactics employed by the U.S. Despite U.S. victory, not all Seminoles relocated, and their descendants still call Florida home.

Next is the Mexican-American War (1846-1848) between the U.S. and Mexico. This war was fought after the annexation of Texas into the United States and was a launch point for a large land acquisition that would form a great deal of today's Southwestern U.S. Something else interesting about this war is that many of the senior officers in both sides of the US Civil War received their baptism of fire in Mexico.

Which leads us to the American Civil War (1861-1865) that took place after the southern states declared their independence from the rest of the Union after the election of Abraham Lincoln to the U.S. presidency. This is one of the preferred conflicts for miniature wargamers to become involved with because of the perceived parity in fighting quality as well as the large number of miniature manufacturers that include the US Civil War among its ranges.

During that same time, British colonists found themselves in armed conflict with the Māori people of New Zealand for access to desirable land. The 2nd Taranaki War (1863-1866) is only one of several armed conflicts between these two peoples. One of the neat things about this war is how the Māori found ways to arm themselves, including bartering with American sailors for double-barreled shotguns.



Perhaps the most popular conflict covered within the **Blood & Steel** core book is the Anglo-Zulu War (1879). The British invasion of Zululand allows plenty of opportunities to fight skirmishes with asymmetric forces. There are couple of videos in the **Blood & Steel** YouTube Channel that highlight how the game handles the balance between the mostly spear-armed Zulu warriors and the rifle-armed British forces.

The Spanish-American War (1898) Force Lists allow players to field a U.S. or Spanish Force that bring remarkable parity to game play. While this was a relatively short conflict, it saw multiple forces fighting together and against each other. The core book concentrates in the two larger powers, but a planned supplement will include lists for Filipino and Cuban insurgencies as well as the Filipino-American War.

Blood & Steel brings a new and innovative initiative system that differs from **Blood & Plunder** and **Blood & Valor** and creates a game within the game as players decide how to manage their Initiative Pool to activate their units. Another innovation is the way that players reach objectives to win the game. **Blood & Steel** uses player missions in which each side has its own objectives that may or may not be the same as their opponent's. The core book has 6 missions and more are planned for each of the supplements for specific conflicts, the first of which will deal with the birth of an empire as a result of the death of another.

HIT THE SLOPES IN

SKULL CANYON SKI FEST



SKULL CANYON SKI FEST

PAN 202120..... \$39.95 | Available April 2022!

Skull Canyon Ski Resort is finally celebrating their grand re-opening with a huge festival, after being closed for many snowy seasons in a row. Hopefully by now skiers have forgotten the rumors of yeti sightings on the mountains... Hit the slopes and brave the terrain, competing against other skiers for points and fame. Play sets of cards to complete a run, but remember to do it with style to wow the onlookers! Take the lift to reach different parts of the mountain and claim the most difficult runs!

The stage is set for the newest release from Pandasaurus Games, *Skull Canyon: Ski Fest!* This family-friendly boasts freezing temperatures and fun times for all. To help you slide right into your strategy, we wanted to give you an overview of gameplay. Let's learn how to out ski your opponents, so you can become the newest legend of Skull Canyon this April!

As you look at the board, you'll see the snowy scene laid out before you. At the top of the board, the weather forecast for the week is outlined. Fingers crossed for fresh snow! We hear the soft, powdery kind makes for ideal skiing conditions. Below that is the map of the mountain, with all the routes and lifts plotted out. Maybe this week you'll finally complete a black diamond — the most difficult of paths! Last but not least is the Village where you'll be able to rest your tired legs and warm your frozen toes at the end of each day.

You'll spend each day out on the mountain, taking the lift up and up, preparing yourself physically and mentally, then showing off your skills to onlookers. From the bottom of the mountain, catch a lift to move between lodges or waypoints. The more difficult runs are found higher up the mountain, so plan carefully! If you have a lift ticket, you'll hitch a ride for free and leave yourself more energy to pull off more impressive feats on the mountain.

Once you slide off the chairlift, all that's left is to face the descent in front of you and stake your claim to the run. Easy, Advanced, and Expert runs all require different effort levels. To descend, you'll need to play a set of 2, 4, or 7 cards that match in color or style. It may take some time to gather the best cards, but don't dilly dally too long!

If someone else skis the run before you do, their name goes on that season's leaderboard! If you are the first to descend on a route,

you get to put a claim token on the run scoreboard. At the end of the game, whoever has claimed the most easy, advanced, expert, and overall runs will get bonus points. However, being first to ski isn't the end-all-be-all. If future skiers have a more impressive run (by playing larger sets), they get to steal the run from you!

Several of the runs are known for showcasing a specific type of ski style. When all the cards in your set match this suggested style, you gain an extra amount of fame! The onlookers applaud your efforts and are satisfied with the show you gave them, tagging you on social media and furthering your snow sports career.

Of course, there's one important character we need to mention. In fact, they were the reason the ski resort shut down in the first place... the formidable Yeti! The adrenaline

rush that comes from thinking about this abominable foe can give you an extra push, but if you rely on them too much, something even worse can appear. Avalanches are triggered when a player plays 2 or more Yeti cards in the same set. This forces *all* players to slide down the mountain to the next waypoint or lodge, without style or fame.

After all this activity, you surely need to rest once the sun sets. Head on down to the ski village and take advantage of the many locations. From Yodeling to the Hot Tub, each area will help you rest, recoup, and prepare for the next day on the mountain. Here you can gain extra cards, more fame, free lift tickets, and more. You'll leapfrog over each other until you reach the Hotel and the comfort of your own bed.

Your trip to Skull Canyon lasts only three short days, but they are full to the brim with adventure. From conquering your first black diamond, to avoiding the awful yeti, or even enjoying the hot tub with new friends, the memories you'll have made are unforgettable. Enjoy *Skull Canyon: Ski Fest* this Spring!



2 to 4 Players
Ages 14 and Up
45 to 90 Minutes



GAMES

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ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #268

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 268 \$3.99

25TH CENTURY GAMES



CRYPTID CAFE

Players compete to serve as many customer orders as possible and earn the most tips by the end of the night. Sound simple? Well, with each passing round, unserved customers will get frustrated waiting for their food and become unhappy with the service. And in turn, they'll give smaller tips when they do get served. Continue to ignore them, and they will walk out of the cafe. And if that wasn't enough, players will be competing for those much-needed menu items. However, with a smidge of strategy, a dash of tactics, and a pinch of luck, one player will be crowned the most legendary server! Scheduled to ship in June 2022.

25C 24000 \$39.99



CRYPTID CAFE: CREEPLES

Scheduled to ship in June 2022.

25C 24500 \$14.99



PREHISTORIES

You are the leader of a prehistoric tribe, deciding which members of your tribe go hunting and what prey they want to catch. To guide you, the Elders have created challenges that you can complete by painting on the wall of your cave. Scheduled to ship in June 2022.

25C 26000 \$30.00

ABBANUACH



DECK THE HALLS

Deck the Halls is a cooperative Christmas themed board game with the objective of decorating the house before the clock strikes midnight on Christmas Eve. Each turn, players have a combination of actions which pick up and deliver decorations to various locations and decorate these locations in the correct order. The clock moves forward every turn and the decorations rotate to progressive boxes ending in permanent trash. Gameplay is simple and enjoyable for younger families, and since it is cooperative parents can coach their younger children. This makes it the ideal family game for all ages. Scheduled to ship in May 2022.

ABB DTH001 PI

APE GAMES



IVION: THE HOUND & THE HARE

In Ivion: The Hound and The Hare, you can battle as the wise and faithful Saint or the deceptive and cunning Illusionist. They can battle one another or any other character in the Ivion line of games. Enter a painstakingly crafted arena card game where you'll need every tool at your disposal to pull ahead. Tread lightly, for you'll find no mercy here. Ivion is quick, strategic, and brutal. Welcome to the most intense and rewarding battle card game experience on the market! Play with the heroes straight out of the box or build your own! A unique herocrafting system where you create your own legendary hero by combining capabilities of different characters. Scheduled to ship in April 2022.

APE 3530 \$40.00



IVION: THE KNIGHT & THE LADY

In Ivion: The Knight and The Lady, you can battle as the young and zealous Errant or the mysterious and sinister Enchantress. They can battle one another or any other character in the Ivion line of games. Enter a painstakingly crafted arena card game where you'll need every tool at your disposal to pull ahead. Tread lightly, for you'll find no mercy here. Ivion is quick, strategic, and brutal. Welcome to the most intense and rewarding battle card game experience on the market! Play with the heroes straight out of the box or build your own! A unique herocrafting system where you create your own legendary hero by combining capabilities of different characters. Scheduled to ship in April 2022.

APE 3510 \$40.00



IVION: THE SUN & THE STARS

In Ivion: The Sun and The Stars, you can battle as the fiery and chaotic Invoker or the powerful and stoic Archmage. They can battle one another or any other character in the Ivion line of games. Enter a painstakingly crafted arena card game where you'll need every tool at your disposal to pull ahead. Tread lightly, for you'll find no mercy here. Ivion is quick, strategic, and brutal. Welcome to the most intense and rewarding battle card game experience on the market! Play with the heroes straight out of the box or build your own! Scheduled to ship in April 2022.

APE 3520 \$40.00



ONE CARD WONDER

In One Card Wonder, you must balance your actions to be the first to complete your wonder and be the envy of the world! Each player receives a card depicting a Wonder of the ancient world that they must build in addition to a set of Support buildings that they may choose to build to help them as they build their wonder from the ground up. Fast, simple and jaw-dropping gorgeous! Learn about the world's wonders and the powerful leaders that built them. Scheduled to ship in April 2022.

APE 4000 \$30.00

THE ARMY PAINTER



AIRBRUSH CLEANER 100ML

TAP AW2002 \$6.50

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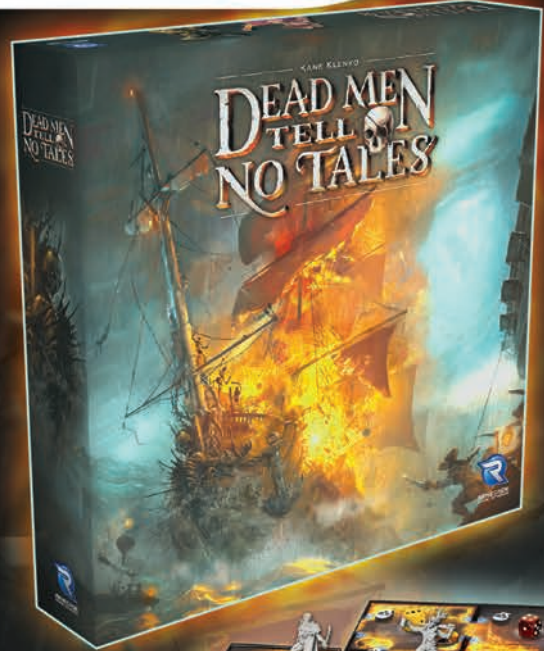
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DIGIMON CARD GAME

DIGIMON TCG: OFFICIAL SLEEVES SET 2 DISPLAY (12)

Contains 12 assorted Digimon sleeve packs with 60 sleeves each. Four more different designs new for 2022. Scheduled to ship in July 2022. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 9032841 PI

BEYOND MY CONTROL GAMES

PERILOUS PATHS

Which Path will you choose? Follow the mysterious paths through the land of Peril to find your way home. Choose wisely, as these paths aren't for the faint of heart. Danger and misfortune lurk around every curve in, *Perilous Paths*! Simply pick a card and move the number of spaces forward or backwards to try to get home, but be careful, some cards send you into peril.

BMC PP001\$25.00



CATALYST GAME LABS

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SHADOWRUN RPG: 6TH EDITION CORE RULEBOOK - SEATTLE EDITION

This updated version of Shadowrun, *Sixth World* provides fast-moving Shadowrun role-playing action with bonus Seattle content. The rules have been streamlined, but they still offer the depth of play Shadowrun fans expect - with less rules to flip through and memorize. The game rewards quick, tactical thinking and daring moves, while making sure the action keeps flowing. New Seattle-centric content, including character qualities, contacts, and plot hooks, make it easy to start a game in Shadowrun's most iconic setting. Scheduled to ship in March 2022.

CAT 28000S\$49.99



SHADOWRUN RPG: DICE & EDGE TOKENS - GREEN

Scheduled to ship in March 2022.
CAT 28501G\$19.99

COYOTE & CROW

COYOTE & CROW RPG: CUSTOM DICE

Scheduled to ship in May 2022.
CAC 2002\$30.00



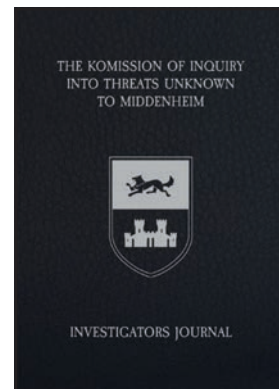
CUBICLE 7



WARHAMMER FANTASY RPG: THE HORNED RAT GM JOURNAL

The Council of Thirteen has spoken and through conniving, betrayal, and simple malice their plans grind ominously into motion. However, no Skaven plan could ever be described as simple, and the GM's Journal is the perfect place for the GM to plan their next step. The GM's Journal is exquisitely designed and printed, casebound with a deep brown faux leather finish, full colour end papers, including a map of Middenheim, 128 pages with a mixture of NPC notes, grid paper for quickmaps, initiative and advantage trackers for combats, and plenty of lined pages for your devious notes, plots, and wild schemes. Scheduled to ship in March 2022.

CB7 2466\$19.99



WARHAMMER FANTASY RPG: THE HORNED RAT PLAYER JOURNAL

Middenheim may be the jewel of the North, but beneath the crowded cobbled street lies labyrinthine tunnels filled with intriguing mysteries, deadly threats, and worse. The Komission of Inquiry into Threats Unknown to Middenheim tasks its skilled agents with complex investigations. The *Investigators Journal* is exquisitely designed and printed, casebound with a black faux leather finish and a foiled and debossed cover print. It includes full colour end papers, including a player safe map of Middenheim, 128 pages with a mixture of Character Sheets and notepaper for character background, equipment, and notes on the investigation. Scheduled to ship in March 2022.

CB7 2465\$19.99

DARK UNICORN GAMES



DICE & TOWERS

Dice & Towers is an instant classic push-your-luck dice game. Stack polyhedral dice to build a tower as high as you dare but don't let it fall! Roll the special Die Die to determine which dice to stack next. Keep rolling and stacking your dice tower until you choose to stop. Then roll all the dice from your tower and add the results to determine your points for the turn. Win by earning the most combined points in three turns. Scheduled to ship in June 2022.

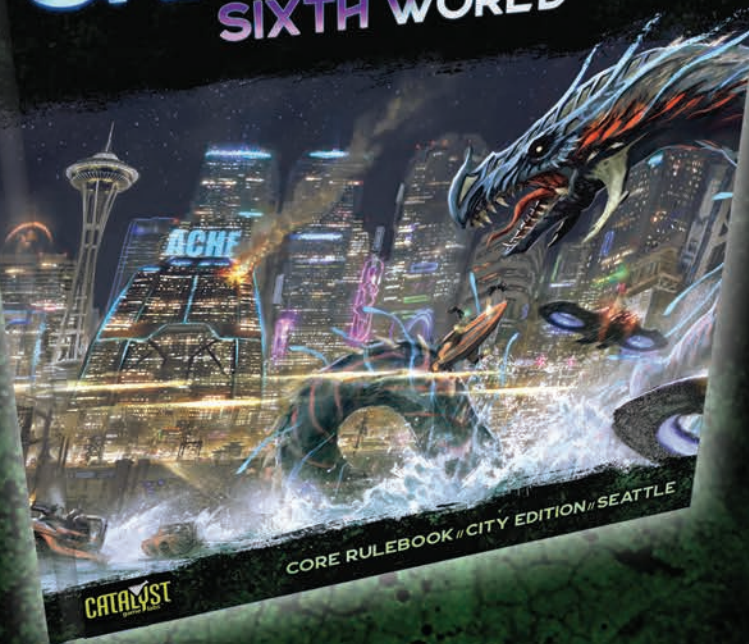
DUG DT001\$14.99



SHADOWRUN®



SHADOWRUN® SIXTH WORLD



CITY EDITION IS HERE!

The fast-moving, high-risk, high-reward gameplay of *Shadowrun, Sixth World* is now better than ever with *City Edition: Seattle*! The rules are updated with the latest errata and changes, and they have the extra addition of 16 pages of Seattle-centric content. With new contacts, qualities, plot hooks, and more, this book lets you drop right into the action in the shadowrunning capital of the world. Completely compatible with all other *Shadowrun, Sixth World* books, this is the best way to dive into the action in one of the most enduring role-playing settings of all time.

CATALYST
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SUPER POWERED SMASH MASTERS: CORE SET

Super Powered Smash Masters, the fast-paced, tongue-in-cheek, superhero-themed, customizable card game you can play with your whole family! It's crammed full of humor, amazing heroes, bizarre story twists, and dangerous puns. Scheduled to ship in June 2022.

DUG SMC001 \$29.99



SUPER POWERED SMASH MASTERS: NEW RECRUITS EXPANSION SET

The New Recruits Set is a standalone expansion for two players. It can be combined with the Core Set or with other expansion sets to increase the number of players. Scheduled to ship in June 2022.

DUG SMC002 \$19.99

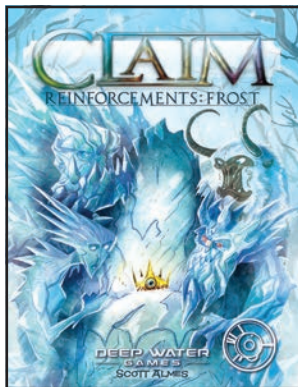
DEEP WATER GAMES



CLAIM: FEAR REINFORCEMENTS

More and more factions are joining the fight for the throne! Each Reinforcements expansion introduces new cards you can add to *Claim* and/or *Claim 2* collection. The combinations are endless! Scheduled to ship in March 2022.

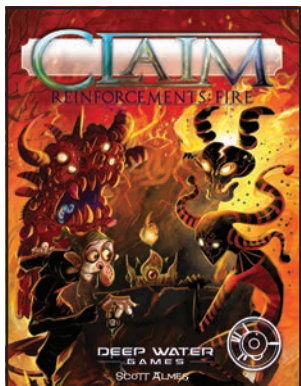
DPW CLMRFEA011495 \$14.95



CLAIM: FROST REINFORCEMENTS

More and more factions are joining the fight for the throne! Each Reinforcements expansion introduces new cards you can add to *Claim* and/or *Claim 2* collection. The combinations are endless! Scheduled to ship in March 2022.

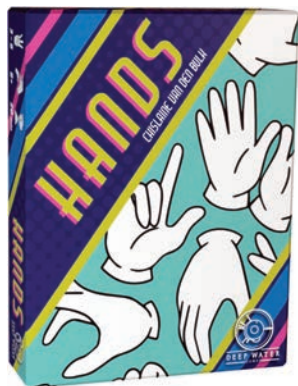
DPW CLMRFRO011495 \$14.95



CLAIM: FIRE REINFORCEMENTS

More and more factions are joining the fight for the throne! Each Reinforcements expansion introduces new cards you can add to *Claim* and/or *Claim 2* collection. The combinations are endless! Scheduled to ship in March 2022.

DPW CLMRFIR011495 \$14.95



HANDS

Hands up! Hands down! No hands! Point to the sky! It's time to talk with our hands, not our words. *Hands* is a race to match symbols, but you'll have to act them out with your own two hands, so get your fingers ready for a whirlwind of fun! Scheduled to ship in April 2022.

DPW HND01011495 \$12.95



MONSDRAWsITY: ROBOTS EXPANSION

More monsters have been spotted, and this time, they're looking a little... robotic? The Robots Expansion adds a variety of monstrous machinations to MonsDRAWsity that're sure to electrify you! Scheduled to ship in March 2022.

DPW MDXSBOT0995 \$9.95



RAT QUEENS

Forge friendships and find your family as you take on the role of the Rat Queens! Grab some pals and pick your favorite Queen as you take on the monsters trying to invade Palisade in this deck-building, boss-battling co-op adventure! Scheduled to ship in April 2022.

DPW RQTSL0101 \$49.95



MONSDRAWsITY: TERRORSAURS REFRESH PACK

More monsters have been spotted, and this time, they're looking a little... extinct? The Terrorsaurs Refresh Pack adds a variety of long-extinct creatures to MonsDRAWsity that're sure to terrify and delight! Scheduled to ship in April 2022.

DPW MDXSTER0495 \$6.95



NOT FINAL ART

SOVEREIGN SKIES EXPANSIONS BOX

Cosmic Calamity and *Tides of Triumph*, expansions for the strategy game *Sovereign Skies*, each add 18 cards to the base game and allow players to dive deeper into the beautiful Abyss Cluster and the events that have riddled its history. Scheduled to ship in March 2022.

DPW SSKXBOX0114995 \$14.95

DRANDA GAMES



PIXEL LEGENDS

All of *Pixel Glory*, plus more! Team up with fellow wizards to vanquish the sinister monsters that lurk in the dungeon, and save the nearby village. This is a noble and honorable quest, and... oh, who are we kidding? In reality, you're a greedy wizard who is all about fame and personal gain, and your fellow wizards are cut from the same cloth! Prevail over your opponents by learning the best spells and using that knowledge to outmaneuver and kill-steal in the dungeon, so you can gain admiration of the townsfolk, fame across the realm, and become a *Pixel Legend*. Scheduled to ship in March 2022.

DPW ZAF1005 \$29.95



SOLAR SPHERE

Humanity has exhausted Earth's energy reserves. To become an interstellar civilization, they must harness the power of an entire solar system by building a Solar Sphere. In this dice placement/manipulation game, you will be competing against other Captains, by hiring a crew, (engine building) fighting off the resistance, (semi-cooperative combat) and building the Solar Sphere (area control). Scheduled to ship in September 2022.

DRN SP001 \$45.00



CRYPTOZOIC
ENTERTAINMENT



MSRP \$29.99 - Available March 2022!

- Collects three Crossover Pack expansions
- **FOIL** oversized Character cards
- **Black Racer Promo Card** in every box
- Limited edition **Reverse-Flash Promo Card** free with early orders

MSRP \$39.99 - Available March 2022!

- Collects **Crisis Expansion Pack 1** and **2**
- **FOIL** oversized Super Hero cards
- **White Lantern Sinestro oversized FOIL Promo Card**
- **Red Lantern Spectre Promo Card** free with early orders



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**SOLAR SPHERE:
JOHNNY PAC'S EXPANSIONS**
Designed by Jonny Pac, the expansions box contains the *White Dwarf* and *Corporation Robot* modules, and additional components to support a 5th player. With the construction of Solar Sphere #1 underway, The Corporation has set its sights on a nearby white dwarf. You can now choose to survey the white dwarf to gain valuable resources and opportunities. The *White Dwarf* expansion adds a unique rondel mechanism, as well as two screen-printed meeples. The *Corporate Robots* expansion adds a set of cards and screen printed meeples that act as remote access to worker locations. Install these robots for a fully upgraded location power of your choice! A 5th player can also now join the table with all the components needed to do so. Scheduled to ship in September 2022.
DRN SP002.....\$25.00

EASILY AMUSED GAMES



THE LUNCH ROOM
Who says we can't play with our food? Just don't lose your lunch, because it is all fun and games until someone gets in your way to being the first player to fill their tray! Luck can help or hurt your chances, but strategy is key in beating *The Lunch Room* odds. Scheduled to ship in June 2022.
EAP 201.....\$25.00



YOU WHO?!
You Who?! is a card game designed to challenge family and friends with 5 rounds of questions that go from light-hearted to thought-provoking, that players must answer about each other. Convinced your answer is right, throw the baloney and state your case! THAT'S BALONEY! Scheduled to ship in June 2022.
EAP 200.....\$30.00

EVAN'S GAMES



BUNNY PARTY AT MAPLE VALLEY
You've come to visit Maple Valley at a special time the Night Sky party is approaching! Play as a bunny furiously trying to decorate for the party and have the honor of hosting. Here's the catch - two players win this game! Team up with a neighbor and decorate together. Be careful! Betrayals are possible but a fun party is guaranteed. Scheduled to ship in March 2022.
EVG BP001.....\$15.00

FLOODGATE GAMES



DECORUM
Decorum is a cooperative, hidden information game where you and your partner share the same objective: decorate your home in a way that makes you both happy. The problem is, different things make each of you happy and nobody says exactly what they need. Can you find a happy compromise, or is it time to move out?! Scheduled to ship in April 2022.
FGG DEC.....\$44.95

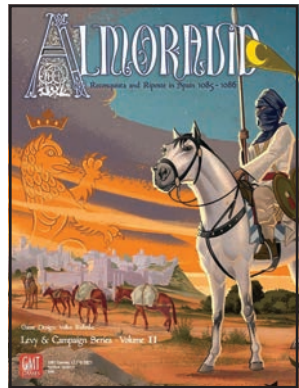
GDM GAMES

ROOM: AGUS & MONSTERS

Tada! This is Agus Pianola, a very absent-minded and a bit cheeky boy who should tidy up his room, but he always waits for his mother to remind him of that because he never finds a good moment to do it. And obviously, in a messy room you can lose many things such as: balls, video games, essays... but you can also find others... What would you do if one day you woke up and you found your room full of monsters? Scheduled to ship in June 2022.
GDM 2112.....\$10.00



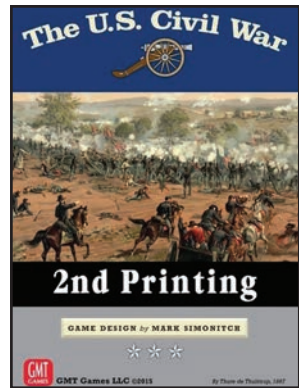
GMT GAMES



ALMORAVID: RECONQUISTA AND RIPOESTE IN SPAIN, 1085-1086
Almoravid, Volume II in Volko Ruhnke's *Levy & Campaign Series*, takes us from Nevsky's frozen northeast frontier to medieval Latindom's opposite corner. The same base rules show the muster of lords, their levy of forces and capabilities, and their command of armies on campaign across 11th-Century Spain. But al-Andalus was not Russia: your lords will enjoy good Roman roads and gentler seasons but must bypass or smash against Iberia's profusion of tough Moorish fortifications. Taifa politics and Parias tribute will guide your military strategy. African troops, bloodthirsty crusaders, the avaricious Cideach may or may not make their appearance. And all will play out across a field half again as large as that of the first volume. Scheduled to ship in March 2022.
GMT 2113.....\$90.00

US CIVIL WAR

The *U.S. Civil War* is a 2-player strategic-level war game of the American Civil War. The game covers the entire war from 1861-65 on a large 30 x 44 map area (2 mounted maps) of the Southeastern United States. Turns represent 3 months during the winter and 2 months during the summer, with four Action Phases to each turn. Military forces are represented by generals and strength-points (SPs). Each SP represents approximately 5,000 soldiers. Game mechanics stress strategy, maneuver and leadership but details like ironclads, naval battles, leader promotions, forts, and commerce raiders are included. Scheduled to ship in March 2022.
GMT 1506-21.....\$80.00



GOODMAN GAMES



**DUNGEON CRAWL CLASSICS:
LANKHMAR #13 - MERCY ON THE DAY OF EEL**
A gang of would-be street legends have offended the master of the Lankhmar Thieves Guild, and the verdict is death. However, the crime lord offers to grant reprieve if the PCs agree to undertake a tricky job on his behalf, a heist where the stolen item must ultimately be returned to the mark without detection! Of course, things are rarely as straightforward as the seem in the City of Seven-score Thousand Smokes, and this seemingly simple task might lead to an adventure beyond all imagining. What will become of our heroes if they accept mercy on the Day of the Eel? An all-new *DCC Lankhmar* adventure for level 2 characters. Scheduled to ship in April 2022.
GMG 5226.....\$9.99



DUNGEON CRAWL CLASSICS: VALENTINES MODULE #1 - LOVE IN THE AGE OF GONGFARMERS

In this special Valentine's Day-themed adventure, the PCs play a group of adventurers who face the wrath of an offended deity who has substituted the heart of a young cleric with that of a mechanical bear. To save the cleric, the PCs must face candy heart puzzles, feral fluffies, and other obstacles if they are to keep hope alive and once again know love in the age of gongfarmers. An all-new DCC RPG adventure for level 2 characters. Originally conceived and performed as *The Lost Heart of Valentinus in the Funnel Love for Spawn of Cyclops Con 2021* with the winners of the *Love in the Age of Gongfarmers* contest. Scheduled to ship in February 2022.

GMG 54022\$9.99

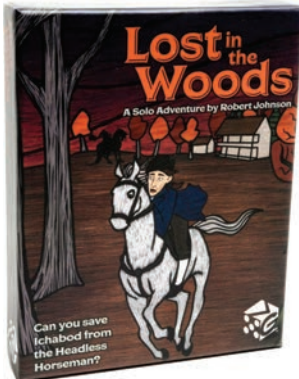


FIFTH EDITION FANTASY #19: DENIZENS OF THE REED MAZE

Your band of adventurers is gaining quite a reputation for yourselves in the border lands. A local patron encourages you to investigate a recently aggressive band of frogfolk, stirring in the nearby fens. The frogfolk have displaced a benevolent tribe of lizardfolk, and rumors persist they gather resources for an all-out war. The frogfolk have even cut twisting passages through the tall reed grass to defend the route to their hill-top lair. Something sinister must be behind these actions! Following a trek through the stinking morass of the reed maze, your band finds a hidden shrine once dedicated to the Earth Mother but now the lair of the frogfolk leader. But all is not as it seems in this desecrated temple. What foul eldritch sorceries have corrupted the frogfolk leader and can the heroes put an end to its diabolical machinations? Scheduled to ship in April 2022.

GMG 55519\$9.99

GREATER THAN GAMES



LOST IN THE WOODS

Escape with Ichabod! Ichabod Crane is returning home from the evenings festivities at the Van Tassel mansion but he now finds himself being stalked in the woods by the mysterious Headless Horseman and other foul frights. In this solo push-your-luck game, you must guide Ichabod to the old covered bridge on the other side of the woods before a final confrontation with the Horseman costs Ichabod his head!

GTG LOST-CORE\$9.95



SPIRIT ISLAND: DELUXE INVADER BOARD

Finally: a home for the decks in your games of *Spirit Island*! The spirits each have their own boards that provide growth options, presence and energy tracks, innate abilities, and more. The game board is the island itself, with lands full of invaders, Dahan, spirit presence, and other inhabitants and snares. Now, with this *Spirit Island Deluxe Invader Board*, there is a place for all of the rest of the important game elements! The *Spirit Island Deluxe Invader Board* is a supplemental product to *Spirit Island*. You must have the core game to play. Scheduled to ship in June 2022.

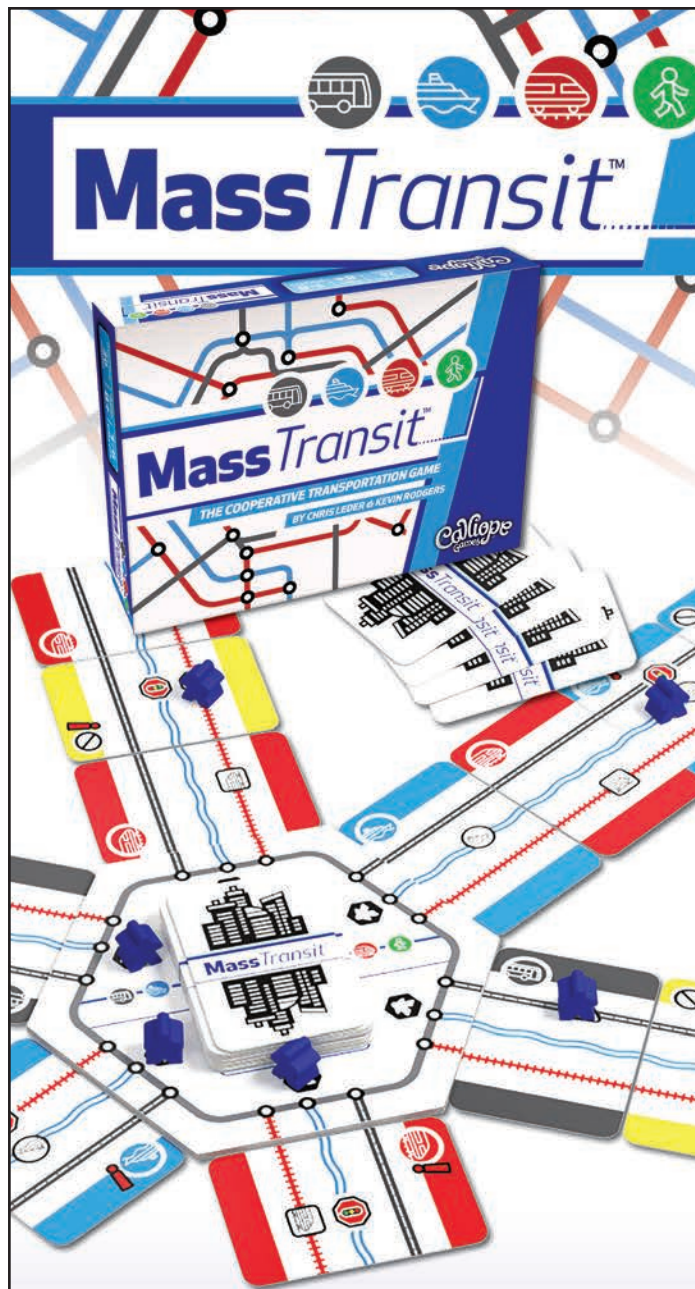
GTG SISL-INV\$19.95



SPIRIT ISLAND: FEATHER AND FLAME EXPANSION

With the onset of the dangerous invaders, blighting the lands with their harmful practices and aggression, we spirits have had to grow and change in ways unanticipated. Whether we are water, fire, beneath, or beyond, we answer these white-sailed ships must turn and go, or be broken on the rocks of our discontent. Fire and flood, flame and feather; ancient powers waken to free their home from a unique adversary's influence. Scheduled to ship in June 2022.

GTG SISL-FTFL\$34.95



Work Together With Others - Or Play Solo!

Cleverly construct routes and move
vehicles - while avoiding traffic
and red tape - to send six commuters
home before time runs out!



www.CalliopeGames.com

Game play
20
minutes

Ages
8+

1-6
players

GAMES

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GMG

APR
2022

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Dune: Arrakis

ARRAKIS: Dawn of the Fremen is the brutal, cutthroat game about tribal control of Arrakis, long before the events of the novel Dune.

Each player controls a tribe of Fremen warriors, struggling to gather the scarce resources of Arrakis, developing the weapons and sietches they'll need to survive, and harnessing the power of sandworms for battle.

Will your tribe prevail, or will you vanish into the desert?



60-90
mins



2-4
players



Ages
14+

GF9 DUNE07 \$60

Dune: Betrayal

In this game of tactics and deception you are secret agents amid the sands of Dune.

Your goal is to learn the identities of your foes while protecting your nobles. Enact the aid of strange new tools and allies to gain power and knowledge.

Be clever, practical, and convincing! Hide your true nature while learning theirs.

In the final rounds of battle, you must trust your gut. Whose back will you choose to defend and whose will you stab?
The fate of Dune will come down to you.



20-40
mins.



4-8
players



Ages
14+

GF9 DUNE06 \$30

BESTSELLER

BESTSELLER



Dune: A Game Of Conquest and Diplomacy

In DUNE you will take control of one of the four great factions –House Atreides, House Harkonnen, the Fremen, and the Imperium, all vying to control the most valuable resource in the universe, melange, the mysterious spice only found at great cost on the planet Dune.

Ship your forces to Dune, harvest spice, seize control of strongholds, and destroy your enemies.

Who will control DUNE...You decide!



30-60
mins.



2-4
players



Ages
14+

GF9 DUNE05 \$60



Tusk!

It's a race against time as the Ice Age approaches. You will need strength and food to survive and lots of it.

The mammoth offers your tribes food beyond your wildest dreams, but they are powerful beasts. You and your fellow players will need to team up to hunt successfully. But there can only be one master of the hunt and, to ensure that's you and your tribe, you'll need to manipulate alliances, hoard supplies, and make use of the land's many resources to become the most powerful tribe and win the game.

30+ mins.

2-4 players

Ages 10+

GF9 CAV01 \$40



MAY

GAMES

JUNE



Star Trek: The Dominion War

Through their Vorta commanders and Jem'Hadar super soldiers, the Founders rule as gods, bringing order to the galaxy. The discovery of the Bajoran Wormhole brought this ancient civilization onto conflict with the more youthful civilizations of the Alpha Quadrant.

This expansion adds the Dominion as a playable civilization, the Bajoran Wormhole leading to the Gamma Quadrant as a new area to explore, and a Dominion War variant that changes the playing field by dividing the civilizations into two rival Alliances with players striving to see their Alliance dominate the opposing Alliance.

1 hour per player

1 or more players

Ages 14+

GF9 ST044 \$50

Star Trek: Breen Confederacy

Little is known about the secretive Breen, not their appearance, and not even whether they are a single species or several species. Intensely territorial, the Breen annihilated the Klingon fleet sent to conquer them, leaving the Klingons no wiser as to who or even what they were facing. As the Romulans say, "Never turn your back on a Breen."

This expansion has everything you need to add the Breen as a playable civilization in your games of Star Trek: Ascendancy.

Discover New Star Systems, Encounter new Exploration Cards plus more Space Lanes and Resource Nodes!

1 hour per player

+1 player

Ages 14+

GF9 ST041 \$40



JUNE

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GTM

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HALF MONSTER GAMES

XENOHUNTERS

Take on the role of these mercenaries as you unravel the horrors emerging across 4 deep-space missions. Survival is not guaranteed and the fate of humanity rests in your hands. Your mission is to infiltrate and destroy the creatures, or potentially even your fellow mercenaries that have been mutated by alien DNA. Scheduled to ship in June 2022.

HMG BGM008\$60.00



ANIME 5E: POCKET EDITION

In the myriad realms of imagination, there are many dungeons to explore, dragons to tame, and paths to find. *Anime 5E* helps you unlock the realms of fantasy to experience them all. Small paperback version. Scheduled to ship in April 2022.

GGD JPG816PI



INDIE BOARDS & CARDS

SPOTLIGHT ON



AEON'S END DBG: THE RUINS EXPANSION

Will the mages of New Gravehold ever truly be able to escape from their past? The World That Was and the world that is, Gravehold and New Gravehold. Every new civilization is built on the bones of its predecessors. In order to look forward and build a brighter future, the mages must first understand their roots. *The Ruins* is an expansion for *Aeon's End: The Legacy of Gravehold*. This expansion features 130 new cards, Aether tokens, Silence tokens, and several additional game mechanics. Scheduled to ship in April 2022.

IBC AETR1\$19.99

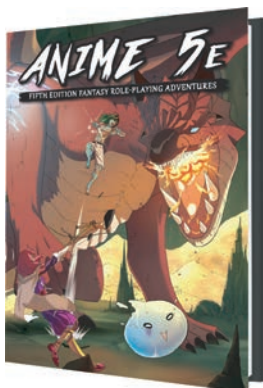
ASTRO KNIGHTS

Astro Knights is a cooperative deck-building game where each player takes up the mantle of an Astro Knight: powerful defenders of the universe itself! Unlike most deck builders, players in *Astro Knights* never shuffle their decks, meaning it's up to you to set up your own tactical combo! Fuel your star core with everything from collapsing starts to magnetic waves, and use that energy to add powerful tech and weaponry to your arsenal. Scheduled to ship in June 2022.

IBC AK1\$49.99



JAPANIME GAMES



ANIME 5E

In the myriad realms of imagination, there are many dungeons to explore, dragons to tame, and paths to find. *Anime 5E* helps you unlock the realms of fantasy to experience them all. Hardcover book version. Scheduled to ship in April 2022.

GGD JPG815PI

KEYMASTER GAMES



PARKS MEMORIES: COAST TO COAST

PARKS Memories is a matching game that feels instantly familiar while offering new strategic depth to the genre. This set includes the following national parks: Acadia, American Samoa, Biscayne, Channel Islands, Congaree, Crater Lake, Dry Tortugas, Everglades, Glacier Bay, Haleakala, Hawaii Volcanoes, Isle Royale, Indiana Dunes, Katmai, Kenai Fjords, Kings Canyon, Kobuk Valley, Lake Clark, Olympic, Redwood, Virgin Islands, & Voyageurs.

KYM 06CTC\$24.99

KONAMI DIGITAL ENTERTAINMENT

YU-GI-OH! TCG: ELEMENTAL HERO 9-POCKET PORTFOLIO

Keep your collection safe with the all-new *Yu-Gi-Oh! TCG Elemental Hero 9-Pocket Duelist Portfolio* featuring artwork from Jaden Yuki's iconic *Elemental HERO* theme. Get your game on with nostalgic artwork that debuted in the *Yu-Gi-Oh! GX* era and protect your cards in style! Designed with a secure side-loading design, this 10-page Portfolio has 9 pockets per page by placing cards front-to-back, you can store up to 180 of your most cared for cards. The *9-Pocket Duelist Portfolio* also utilizes an anti-slip feature to keep cards secure and your collection safe at all times.

KON 85752\$9.99



YU-GI-OH! TCG: ELEMENTAL HERO CARD CASE

Elemental Hero fans unite! Protect your Deck with The *Yu-Gi-Oh! TCG Elemental Hero Card Case* that features artwork from the *Elemental HERO* Spell Cards *Skyscraper* and *Skydive Scorchers*. This official *Yu-Gi-Oh! TCG Card Case* is large enough to hold a *Duelists Main Deck*, *Extra Deck* and *Side Deck*. Each Card Case is made from durable material, includes a card divider, and comes with a sturdy closure to ensure your cards will stay protected inside. Keep your Deck safe and get ready to Duel!

KON 85750\$4.99



YU-GI-OH! TCG: ELEMENTAL HERO GAME MAT

The official *Yu-Gi-Oh! TCG Elemental Hero Game Mat* features the artwork of an abundance of *Elemental HERO* monsters together in one place! Jaden Yuki's beloved *Elemental HERO* monsters assemble to keep your cards safe as you battle your opponent on this Game Mat's smooth surface! Made with the highest quality materials, this Game Mat is the same size as the Game Mats used as prizes in various Konami-sanctioned events. Use this Game Mat to keep your cards safe while you Duel your way to the top!

KON 85754\$14.99



**YU-GI-OH! TCG: ELEMENTAL HERO SLEEVES PACK (50)**

Official Yu-Gi-Oh! TCG Card Sleeves help Duelists keep their cards secure and protected during Duels. The Elemental Hero Card Sleeves feature the artwork from one of the most recognizable Hero cards, Miracle Fusion! These Card Sleeves are perfect for keeping your cards safe when you are ready to get your game on and throw down a face-down! Each pack contains 50 Card Sleeves specifically designed to meet tournament regulation standards for the Yu-Gi-Oh! TCG. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85748\$3.99

**SALAMANDER DRAKE**

MGE MGARS401\$40.00

**RIFFORGED ORC RIFFORGER**

MGE MGKWO206\$15.00

SPOTLIGHT ON**YU-GI-OH! TCG: TACTICAL MASTERS BOOSTER DISPLAY (24)**

Let the games begin with *Tactical Masters*! This 60-card booster set introduces 3 new strategies that let you dictate the rules of engagement in awesome new ways. Here's some of what you can expect! Deploy your units from the Pendulum Zones and push the enemy forces back! This theme specializes in changing your Pendulum Monster Cards from Spells into monsters and changing your opponents' monsters into Spells. Push your opponents' monsters backwards and march towards victory! **NOTE:** This item is sold to retailers in full displays.

Please contact your retailer for availability.

KON 85758\$100.56

**SALAMANDER FLIERS PACK**

MGE MGARS301\$18.00

**RIFFORGED ORC STORMBRINGER ON MANTICORE**

MGE MGKWO207\$20.00

**SALAMANDER STARTER FLEET**

MGE MGARS101\$55.00

**A STORM IN THE SHIRES: 2-PLAYER SET**

MGE MGKWM115\$110.00

LOKE BATTLE MATS**BATTLE MATS: BIG BOOK OF BATTLE MATS - VOLUME III**

Attention Adventurers! Grab your dice and get ready to roll initiative as the game is afoot. The *Big Book of Battle Mats Volume 3* is the ideal set of fantasy battle mats to keep you party rolling through any and every encounter. Through dungeons, across swamps, into forests, town streets, down sewers and even onto an airship among many other locations, your quest for danger, excitement and treasure starts here! Scheduled to ship in June 2022.

LBM 028\$26.99

**KINGS OF WAR**

Scheduled to ship in March 2022.

**AMBAROX**

MGE MGKWO403\$35.00

**STORMFORGED SHRINE**

MGE MGKWO404\$65.00

MANTIC ENTERTAINMENT**ARMADA**

Scheduled to ship in March 2022.

**DWARF FLIERS PACK**

MGE MGARD301\$18.00

**SALAMANDER BOOSTER FLEET**

MGE MGARS102\$55.00

**RIFFORGED HELSTRIKERS**

MGE MGKWO405\$60.00

**RIVAL PACK - THE BUG VS BIG MECH**

MGE MGODM203\$40.00

TERRAINCRATE

Scheduled to ship in March 2022.



BUSTLING METROPOLIS
MGE MGTC192.....\$100.00



CONVENIENCE STORE
MGE MGTC194.....\$40.00



CITY ACCESSORIES
MGE MGTC197.....\$20.00



DESTROYED BUILDING
MGE MGTC196.....\$40.00



CITY BATTLE
MGE MGTC191.....\$175.00



DOWNTOWN DESTRUCTION
MGE MGTC193.....\$90.00

STREET SCATTER
MGE MGTC195.....\$40.00



MODIPHIUS

THE ELDER SCROLLS: CALL TO ARMS

Scheduled to ship in April 2022.



GIANT FROSTBITE SPIDER
MUH 052275.....\$25.00



TROLLS
MUH 052274.....\$33.00

SPOTLIGHT ON



HOMEWORLD REVELATIONS RPG: CORE RULEBOOK

Homeworld: Revelations will give fans of the original *Homeworld* game the exciting opportunity to view the universe from a new perspective, taking on the role of the crew aboard one of the Kushan fleets ships. Whether its joining the Mothership on its odyssey, or helping re-establish the Hiigaran homeworld, there will be endless adventures. *Homeworld: Revelations* expands on what we know of the Kushan people and the games major factions, like the Kadesh and the Taiidan. Fans of the universe will learn that there are more incredible secrets hidden within the Guidestone which can be discovered through the roleplaying game. Scheduled to ship in April 2022.

COLLECTORS EDITION
MUH 046301.....\$69.99
STANDARD EDITION
MUH 052361.....\$49.99

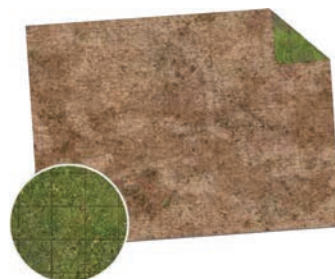


HOMEWORLD REVELATIONS RPG: DICE SET
Scheduled to ship in April 2022.
MUH 052362.....\$19.99

MONSTER FIGHT CLUB

MONSTER GAME MAT

Scheduled to ship in March 2022.



22" X 30" BROKEN GRASSLAND / DESERT SCRUBLAND GAME MAT
MFC 20102.....\$35.00



44" X 30" BROKEN GRASSLAND / DESERT SCRUBLAND ADVENTURE GRID
MFC 20204.....\$50.00

44" X 30" BROKEN GRASSLAND / DESERT SCRUBLAND GAME MAT
MFC 20104.....\$50.00

MONSTER SCENERY

Scheduled to ship in March 2022.



AMETHYST CRYSTALS
MFC 10601.....\$30.00



EVERGREEN PINE FOREST
MFC 10104.....\$45.00



ICE CRYSTALS
MFC 10600.....\$30.00

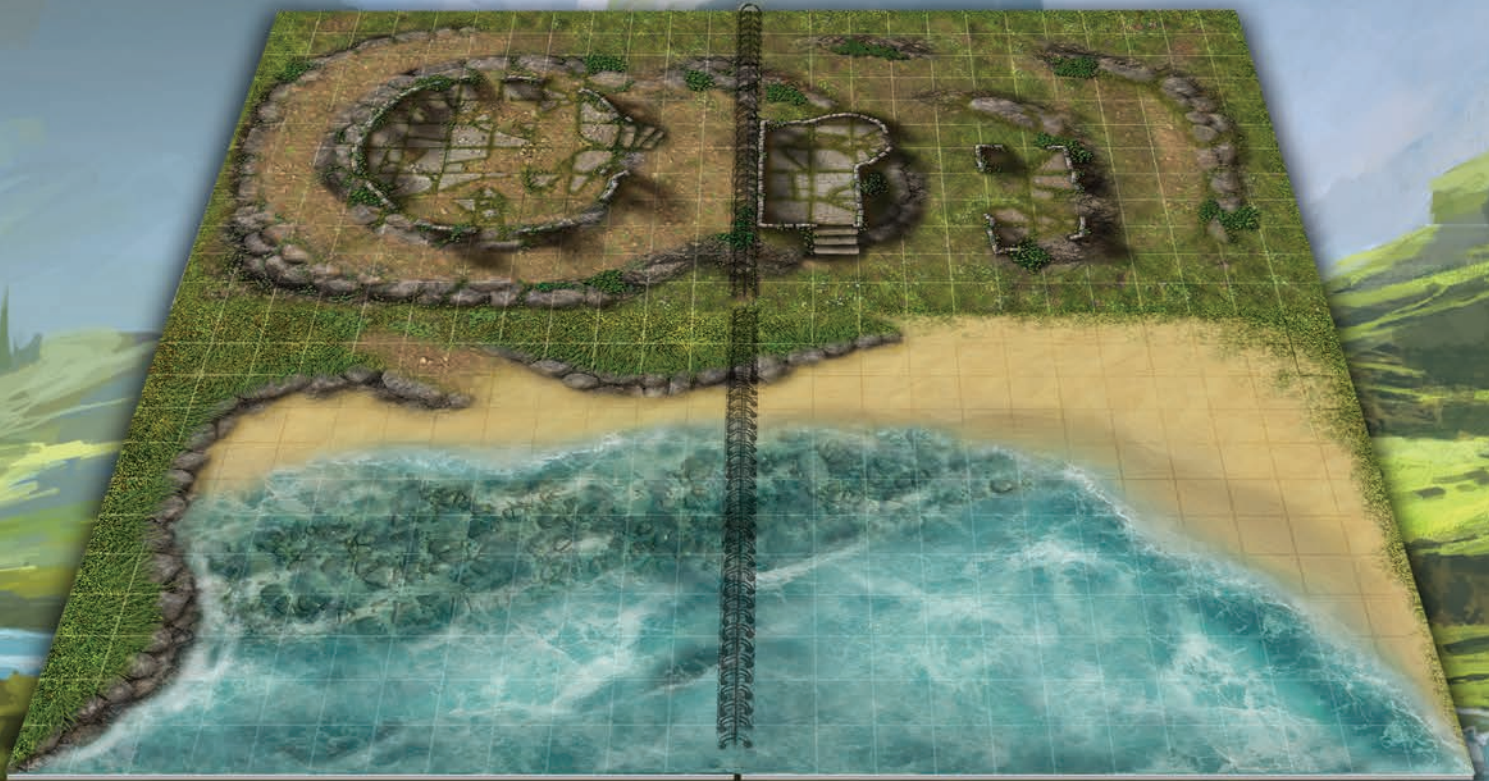


PERIDOT CRYSTALS
MFC 10602.....\$30.00

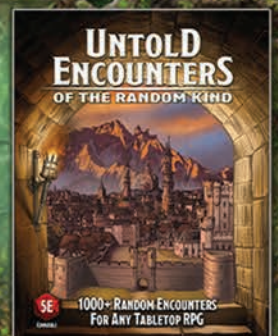
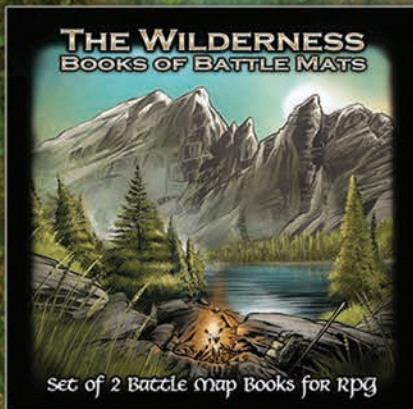


SNOWY HILLS
MFC 10202.....\$45.00

THE WILDERNESS BOOKS OF BATTLE MATS



YOUR WILD ADVENTURE STARTS HERE



Loke Battle Mats



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SNOWY ICE FIELDS
MFC 10302.....\$45.00



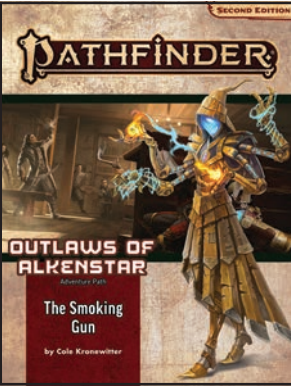
SNOWY PINES
MFC 10106.....\$45.00

OSPREY GAMES



CASTLES IN THE SKY
A wargaming ruleset for epic pre-WWI battles in the sky. Its the dawn of the 20th Century and the Great Powers turn to war. Since the development of the air screw, leading to the creation of flying warships, the navies of the world have comprised an ever-growing number of these aerial ironclads. So fire up the turbines, ready the aether drives, and take to the air in *Castles in the Sky: A Wargame of Flying Battleships*. Featuring all the rules required to fight battles with fleets of flying behemoths. Assemble your fleet from 8 nationalities and fight through a variety of scenarios. With a full campaign system, *Castles in the Sky* contains everything adventurous aeronautical admirals need to find victory in the skies. Scheduled to ship in June 2022.
OSP OWG030\$25.00

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - OUTLAWS OF ALKENSTAR PART 3 - THE SMOKING GUN (P2)
"The Smoking Gun" is a Pathfinder adventure for four 8th-level characters. This adventure concludes the *Outlaws of Alkenstar Adventure Path*, a three-part monthly campaign in which a band of outlaws unravel an explosive criminal plot in the heart of the City of Smog, Alkenstar. This adventure also includes a breakdown of the world's largest arms manufacturer, the Gunworks; new feats, items, and rules options perfect for gunslingers, gearheads, and grenadiers; and new steampunk creatures and mutant monsters to befriend or bedevil your players. Scheduled to ship in June 2022.
PZO 90180.....\$24.99

PATHFINDER RPG: FLIP-MAT - ENORMOUS DUNGEON
What's better than a brand new dungeon *Flip-Mat* to explore? The BIGGEST dungeon *Flip-Mat* of all time, of course! This ginormous 30" x 46" map presents two sprawling dungeon complexes—one on each side—to vex and intrigue your players. Unveil this titanic dungeon on your tabletop and watch as your players are staggered by the awesome challenges ahead! Their party's biggest problems just got even bigger! Scheduled to ship in June 2022.
PZO 30122.....\$26.99



STARFINDER RPG: ADVENTURE PATH - DRIFT CRASHERS 1 - THE PERFECT STORM
"The Perfect Storm" is a *Starfinder* adventure for four 1st-level characters, launching the 3-volume *Drift Crashers Adventure Path*. *Drift Crashers* is part of the *Drift Crisis*, an event taking place across the entire *Starfinder* game line, in which faster-than-light travel breaks down and the galaxy is thrown into chaos. In addition to the adventure itself, this book includes a player's guide filled with character creation advice and new gear designed just for *Drift Crashers* players, along with an Adventure Toolbox filled with new rule options and strange alien creatures. Scheduled to ship in June 2022.
PZO 7246.....\$24.99

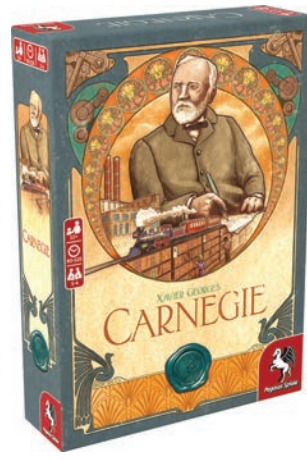


STARFINDER RPG: ALIEN ARCHIVE (POCKET EDITION)
Strange aliens both friendly and fearsome fill this tome of creatures designed for use with the *Starfinder Roleplaying Game*! From the gravity-manipulating frujais and planet-killing novaspawn to space goblins and security robots, the creatures in this codex will challenge adventurers no matter what strange worlds they're exploring. What's more, player rules for a host of creatures let players not just fight aliens, but be them! The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability. Scheduled to ship in June 2022.
PZO 7105-PE\$24.99



STARFINDER RPG: SPELL CARDS SUPPLEMENTAL
Starfinder Spell Card Supplemental is the must-have accessory for science-fantasy spellcasters whose mystical mastery knows no bounds! This exhaustive spell reference deck contains more than 200 spells culled from corners beyond the *Core Rulebook*! With spells from rulebooks like the *Starfinder Armory* to *Galactic Magic* as well as several *Starfinder Adventure Path* campaigns, this handy deck gives players instant access to key game details at a glance! Scheduled to ship in June 2022.
PZO 7429.....\$29.99

PEGASUS SPIELE



CARNEGIE
Carnegie was inspired by the life of Andrew Carnegie who was born in Scotland in 1835 and emigrated to the United States in 1848. Although he started his career as a telegraphist, his role as one of the major players in the rise of the United States steel industry made him one of the richest men in the world and an icon of the American dream. During the game you will recruit and manage employees, expand your business, invest in real estate, produce and sell goods, and create transport chains across the United States; you may even work with important personalities of the era. Perhaps you will even become an illustrious benefactor who contributes to the greatness of his country through deeds and generosity! Scheduled to ship in March 2022.
PSD 57007G\$69.99

THE ART OF...

A NEW SERIES
OF BOOKS
ABOUT
WONDERFUL
MINIATURES
ART!

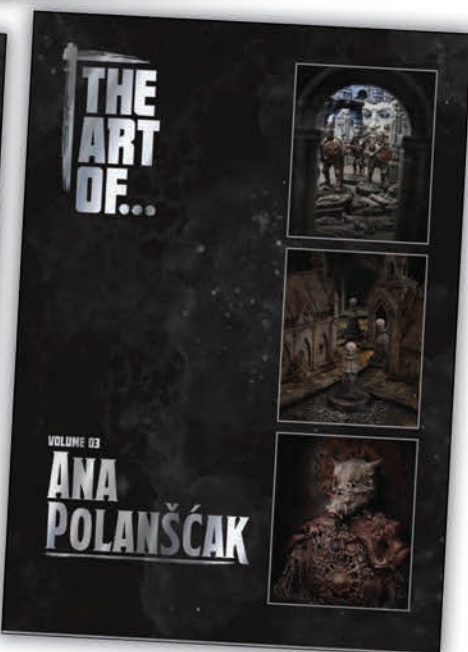
Painting miniatures can be a fun, relaxing hobby, but it's also art, art that millions of people around the world engage in every day. THE ART OF... series promises to delve deeper into the art of wonderful miniatures artists and find out why they create what they and how they go about it.

These first three hardback Volumes feature the work of artists from the U.S., Germany, and Croatia, covering painting for studios, for competition, elaborate kitbashing, sculpting, and using miniatures to create immersive world settings for gaming.

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GAMES

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PRE-ORDER

SKULL CANYON

- Approachable mechanics and fun theme appeal to many types of players!
- Similarities to evergreen titles such as Ticket to Ride and Tokaido!
- Diverse set of characters, from race to gender to equipment!



PAN202120 \$39.95

NEW RELEASE

TREK 12

- Ascend the mountain peaks with this clever roll-and-write!
- By designers Bruno Cathala (Kingdomino) and Corentin Lebrat (Draftosaurus).
- Enjoy 3 different game modes for campaign, beginner, and solo play!



PAN202116 \$29.95



BACK IN STOCK

DINOSAUR WORLD

- Sequel to the technicolor best-seller Dinosaur Island!
- Drive your Jeeps through your park to activate unique building and enclosure effects!
- Includes three different shapes of dinosaur meeples!



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BACK IN STOCK

DINOSAUR ISLAND: RAWR 'N WRITE

- Roll-and-write adaptation best-selling Dinosaur Island!
- Draft dice to get bonuses, then use them to take actions!
- Draw your park to life with tetrimino-shaped attractions and dinosaur enclosures!



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BEST SELLER

DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—and mitigate customer casualties!
- Now includes THREE different types of dino meeples!



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BREW

- Intuitive rules enjoyed by families and experienced players!
- Strategic and tactical dice placement game play!
- Whimsical & eye-catching artwork!



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PANDASAURUS GAMES

WWW.PANDASAURUSGAMES.COM



! NEW RELEASE

SOBEK: 2 PLAYERS

- Latest design from Bruno Cathala and Sébastien Pauchon
- Collect sets of goods tiles from the board to become the wealthiest merchant!
- Move the Ankh pawn to block certain tiles and limit your opponent's options!



PAN202122 \$39.95

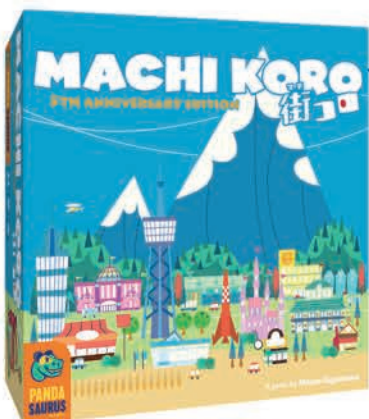
! NEW RELEASE

NACHO PILE

- Newest party game from Ken Gruhl (*Happy Salmon*)
- Push your luck by drawing numbered chips from the bag!
- Steal chips from other players and watch out for spicy abilities!



PAN202117 \$19.95



★ BEST SELLER

MACHI KORO 5TH ANNIV. EDITION

- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.



PAN201821 \$29.95

BACK IN STOCK

MACHI KORO 2

- Standalone follow-up to the best-selling Machi Koro.
- Card market is randomized each game, creating variable strategies.
- Build landmarks in any order, but prices increase for each one you have!



PAN202113 \$29.95



★ BEST SELLER

THE GAME

- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.

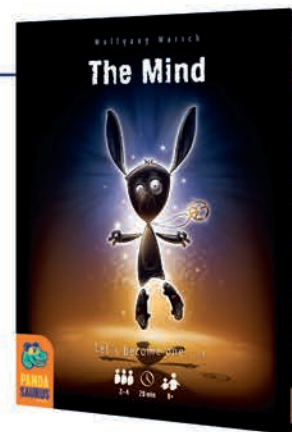


PAN201820 \$12.95

★ BEST SELLER

THE MIND

- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.



PAN201809 \$12.95





ASHES: REBORN - THE ARTIST OF DREAMS EXPANSION DECK

Hope Everthorn uses illusion and time magic to sculpt the dreams of their foes, challenging their notions of reality and fantasy! Use Hope's duplication abilities to swarm foes with conjured spirits! Use this prebuilt deck to take down your opponents, or combine Ashes spells and allies to customize a new deck. Scheduled to ship in June 2022.

PHG 1222-5.....\$14.95



SUMMONER WARS 2ND EDITION: ETERNAL COUNCIL FACTION EXPANSION DECK

The Eternal Councils summoner Praefectus Edia welcomes you to study alongside her, moving from the academy to the battlefield! With her quick wit and knack for research, Edia can rapidly draw through your deck and combine your event cards in a way that will surely teach your foe a lesson! Scheduled to ship in June 2022.

PHG 3605.....\$14.95



ASHES: REBORN - THE QUEEN OF LIGHTNING EXPANSION DECK

Dimona Odinstar uses divine and time magic to lead her army of knights into battle, moving with the speed and ruthlessness of lightning itself! Mount units return! Take to the skies with Dimona's signature Emphyrean Mount. Use this prebuilt deck to take down your opponents, or combine Dimona's cards with your favorite Ashes spells and allies to customize a new deck. Scheduled to ship in June 2022.

PHG 1221-5.....\$14.95



SUMMONER WARS 2ND EDITION: FUNGAL DWARVES FACTION EXPANSION DECK

Cultivate your colony of spore warriors with the Fungal Dwarves! Nurture the cycle of growth and decay to overwhelm the enemy summoner with an unending chain of fungal fighters! Kuldak is the centerpiece of the fungal colony, converting death into growth for his nearby allies. Scheduled to ship in June 2022.

PHG 3604.....\$14.95

POKÉMON USA



POKÉMON TCG: COLLECTOR BUNDLE

This bundle contains more than a dozen special Pokémon goodies, including many not found anywhere else. The Pokémon Trading Card Game: Collector Bundle includes: 7 Pokémon TCG booster packs, 3 foil promo cards featuring Rowlet, Cyndaquil, and Oshawott, a cool Pokémon coin, 4 colorful sticker sheets, a Pokémon notebook, and a code card for Pokémon TCG Live.

PUI 29085134.....PI

SPOTLIGHT ON



TRADING CARD GAME

POKÉMON TCG: SINNOH STARS MINI TIN DISPLAY (10)

In this Sinnoh Stars Mini Tin, you'll find: 2 Pokémon TCG booster packs, 1 metallic Pokémon coin, and a Pokémon art card showing the art from this Mini Tin. You can collect and combine all 5! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 21086014.....PI

POKÉMON TCG: BOLTUND V BOX

By channeling electricity into its legs, Boltund V can run nonstop for three full days! Using versatile moves, this quick Pokémon has the speed you need to unleash electrifying combos in your next Pokémon TCG match. In addition to a foil promo card featuring Boltund V, you'll find extra treasures in Pokémon TCG booster packs.

PUI 29085118.....PI

POKÉMON TCG: MORPEKO V-UNION SPECIAL COLLECTION

Feisty little Morpeko makes a big impression as a Pokémon V-UNION! With help from Professor Burnet, you can assemble Morpeko V-UNION and its smorgasbord of attacks that let you gobble up Energy and other useful cards, and then aim for victory with massive amounts of damage!

PUI 29085019.....PI

POKÉMON TCG: LUCARIO VSTAR PREMIUM COLLECTION

In this collection, you get playable foil cards featuring Lucario V and Lucario VSTAR, plus an oversize version of Lucario VSTAR for display. You'll also find a Lucario pin featuring a unique design, a glimmering Lucario coin, and Pokémon TCG booster packs with even more cool and powerful Pokémon.

PUI 29085124.....PI

POKÉMON TCG: V HEROES TIN

Level up your game with the Pokémon TCG: V Heroes Tin, featuring powerful Evolutions of Eevee as Pokémon V! Will you choose the relaxing radiance of Espeon V, the staggering stare of Umbreon V, or the gracious gifts of Sylveon V? Not only do these tins come with a battle-ready Pokémon V, but they also include a trove of treasures in Pokémon TCG booster packs.

PUI 21085132.....PI

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FLOWERING SPRAYERS & WHOMPING NETTLES VEGETYTRANTS UNIT (METAL/RESIN)

PIP 51180.....\$10.99



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PIP 51179.....\$10.99



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WORLD TREE BUILDING (RESIN)

PIP 51178.....\$10.99

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WILD CARD AXEL FOR HIRE HERO (METAL)

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PIP 85010\$14.99



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PIP 85007\$19.99



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REAPER MINIATURES

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Scheduled to ship in March 2022.

LEPRECHAUN 2022

RPR 30051\$5.99

BONES LEGENDS

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RESK, MALE HAREFOLK

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TARA THE SILENT

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DUNGEON DWELLERS

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BLOODSCALE KOBOLDS (6)

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Scheduled to ship in March 2022.

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Scheduled to ship in April 2022.

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Hive Mind

designed by
RICHARD GARFIELD

THE GAME
OF THINKING
ALIKE!



A party game with no wrong answer!

Score points every time you answer a question the same as other players. Those that don't think alike can find themselves sent right off the board!



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Game play
30-90
minutes

Ages
8+

3-12
players

GAMES

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14+

2-5

NEW!
RELEASE!

STRATEGY

POWER RANGERS HEROES OF THE GRID TIME FORCE RANGER PACK

- Introduces Time Force team to Heroes of the Grid!
- Includes the Quantum Ranger, with an exciting quantum die mechanic!
- Time Force Megazord adds a new Megazord Token

RGS02320

\$45

APRIL RELEASE!



14+

2-5

NEW!
RELEASE!

STRATEGY

POWER RANGERS HEROES OF THE GRID MERCILESS MINIONS PACK #1

- 24 new Foot Soldier miniatures!
- Adds the Machine Empire's Cogs and the Time Force's dreaded enemies the Cyclobots!
- Also includes cards to use the base game's Putty Patrolters as Lord Zedd's feared Chaos Putties!

RGS02321

\$55

APRIL RELEASE!



NEW!
RELEASE!

STRATEGY

POWER RANGERS DECK-BUILDING GAME OMEGA FOREVER EXPANSION

- The Omega Rangers vs the Anointed!
- Over 80 new cards!
- Fusion Zords allow for high-powered combinations!

RGS02343

\$30

14+ 30-70 2-4

APRIL RELEASE!



NEW!
RELEASE!

STRATEGY

G.I. JOE DECK-BUILDING GAME SHADOW OF THE SERPENT

- Includes two new mission packs, Rise of Serpenter and Night of the Ninja
- Adds new Joes, Gear, Utility Items, Transports, Leaders, and more to the main deck
- In addition to two new missions, adds new Cobra Officers, Complications, and more!

RGS02344

\$30

14+ 2-4

JUNE RELEASE!



STRATEGY

THE SEARCH FOR PLANET X

- Players take on the role of astronomers, participating in this real scientific investigation.
- Use the free companion app to survey for objects and take other actions.
- Use the app results and the logic rules to find objects, publish theories, and deduce where Planet X must be!

RGS02079

\$45

13+ 60-75 1-4

AVAILABLE NOW!

**NEW!**
RELEASE!

FAMILY

**MY LITTLE PONY
ADVENTURES IN EQUESTRIA**

- Take the role of a pony of Equestria! As Twilight Sparkle, Rainbow Dash, Fluttershy and more, you'll have challenges to complete!
- Travel amongst different locations throughout Ponyville, get new cards to improve your deck, complete tasks for resources, and overcome obstacles
- A cooperative game for 1-4 players!

RGS02401

\$45

JUNE RELEASE!

**NEW!**
RELEASE!

ROLE-PLAYING

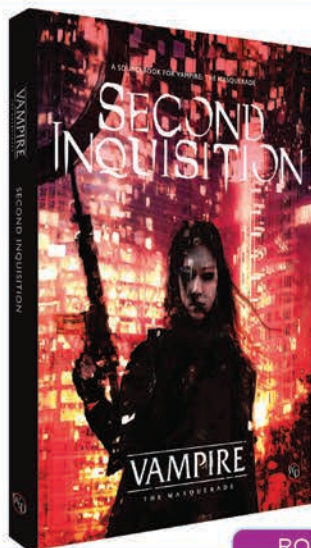
**G.I. JOE
ROLEPLAYING GAME CORE RULEBOOK**

- Create your own unique G.I. Joe character!
- Contains introductory adventure for your new team
- Full color hardcover book with ribbon bookmark

RGS08432

\$55

MAY RELEASE!



ROLE-PLAYING

**SECOND INQUISITION A SOURCEBOOK FOR
VAMPIRE: THE MASQUERADE 5TH EDITION**

- An antagonists' guide to the rising Second Inquisition
- Includes new tools to expand your chronicles
- Learn tactics your coterie can use to fight back

RGS09389

\$45

AVAILABLE NOW!

**NEW!**
RELEASE!

ROLE-PLAYING

**VAMPIRE
ROLEPLAYING DICE**

- Enhance your game of Vampire: The Masquerade, the roleplaying game of personal and political horror, with these custom dice designed for clarity and style
- Includes 13 custom black d10s and 5 red Hunger d10s

RGS02311

\$20

APRIL RELEASE!



RIO GRANDE GAMES

FENIX

In *Fenix*, two kings, their generals, and soldiers fight in a deadly battle! *Fenix* is different from other strategy games. The struggle is not automatically lost when one of the kings has been defeated. Why? The phoenix-bird is immortal; he rises from the ashes if he loses his life. The king is dead? Long live the king! Scheduled to ship in March 2022.

RGG 619\$39.95



FULL THROTTLE!

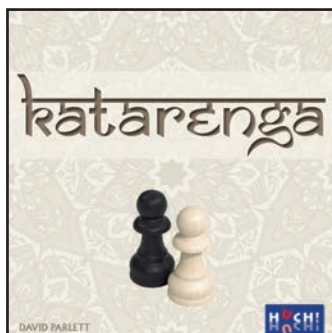
Full Throttle is the newest game by Friedemann Friese, the award-winning designer of *Power Grid* and *Friday*. In this game, the players don't control the mopeds, but secretly bet on which mopeds will win. The rules are simple. Each round, cards are revealed that move the mopeds around the track. Then the players secretly draft from those cards, and some cards are returned to the draw pile. The cards that the players keep will give them points if those mopeds are top finishers. But be careful! The cards removed will reduce the movement of those mopeds. After 3 laps, points are awarded to the first 3 mopeds to cross the finish line. Each matching card a player kept multiplies the points. The best bettor wins! Scheduled to ship in February 2022.

RGG 554\$29.95

KATARENGA

In *Katarenga*, each player must advance two of their figures past the opposing player's baseline to win the game. That may sound easy, but the opponent is flexible and dangerous. The abilities of the playing figures change from one move to the next. Players must identify the advantages of these possible actions while making clever use of those different strengths to outsmart their opponent. Scheduled to ship in March 2022.

RGG 618\$39.95



SPOTLIGHT ON



SPACE STATION PHOENIX

The Galactic Council is considering expansion into a recently discovered solar system, one with a yellow dwarf star and some interesting-looking planets, including one that holds a species that could soon develop the technology required to join them. You have assembled a rag-tag fleet of ships. They don't look like much, but they contain the one thing you need to build the station - Metal. You will need to dismantle this fleet, one ship at a time, to get it. Each time you turn a vessel into metal, your action options become more limited. Do you dismantle

your last fast Transport ship your only lifeline back to the Council HQ? Or the Terran Expedition craft you use to travel down to that little blue planet to gather the food and water your workers need to survive? It is all up to you and your crew in *Space Station Phoenix*! Scheduled to ship in April 2022.

RGG 578\$79.95

TA-KE

In *TA-KE*, players act as shoguns trying to consolidate their power and expand their influence in the empire. Players attempt to win over the right people at the right time to use their skills to help them in their struggle for dominance. To win, the players must plan clever moves while keeping a close eye on their opponent. Scheduled to ship in March 2022.

RGG 620\$34.95



SIRLIN GAMES



PUZZLE STRIKE II

The cast of *Fantasy Strike* has acquired magical gems which give power, but at what price? Those who hold too many gems are cursed forever. What's worse, the ultimate gem to rule them all has been forged into a single, mighty scepter. Whoever holds it wields even more power at an even greater price. Choose one of 10 characters, build your deck as you play, and expect big comebacks and miracle turns in this deckbuilding game. Scheduled to ship in November 2022.

SIR PS201PI

STEVE JACKSON GAMES



SHARK D6 DICE SET

The odds of a shark attack...astronomically low. The odds you'll love this *Shark d6 Dice Set*...more like 100%! These 16mm dice in cool ocean shades can be rolled any time you need to bring that predator energy to your favorite game! And you don't even have to go in the water... Scheduled to ship in June 2022.

SJG 5995.....\$8.95



TALLY MARK D6 DICE SET

What will you tally with the *Tally Mark d6 Dice Set*? Dragons slain? Monarchs overthrown? Perhaps Orc lords vanquished, or all the times the rogue betrayed you? So many things to count... Or you could just use them in place of standard d6 to add some flair to any game! Scheduled to ship in June 2022.

SJG 5900-02.....\$8.95



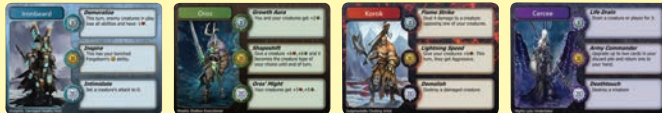
MUNCHKIN: MUNCHKIN BABIES 2 - STORK NAKED

The sweet and savage tykes from *Munchkin Babies* return in *Munchkin Babies 2 - Stork Naked*. This expansion adds 56 new cards to the Babies deck so fans get more monsters, more loot, and more cuddles per game silly puns included for free! Players may face the Baby Buggy, Whippersnapper, Brat Pack, and the terrifying Mall Santa. If they can conquer these beasts, they can win treasures such as the Thumper Jumper, Crabby Pants, My First Crossbow, or even a Binky. It's all Developmentally Appropriate, and after all that fighting, the babies will surely Sleep Through the Night. Scheduled to ship in June 2022.

SJG 1528.....\$11.95



FEATURED ITEM



SOLFORGE FUSION: SET 01 STARTER KIT

From Richard Garfield, creator of *Magic: The Gathering*, and Justin Gary, creator of *Ascension: Deckbuilding Game*. Each *SolForge Fusion: Set 01 Starter Kit* contains four unique half-decks, which can be combined to create six different deck combinations. Scheduled to ship in June 2022.
SBE SFFS1SK \$34.99



FEATURED ITEM



SOLFORGE FUSION: SET 01 BOOSTER KIT

Each *SolForge Fusion* Booster Kit contains four one of a kind faction halfdecks. These four half-decks can be also be recombined to create up to six different playable decks. Combine with a player's current collection for limitless permutations. Each booster kit includes enough cards for two players to create new decks. Scheduled to ship in June 2022.
SBE SFFS1BK \$29.99

STONEMAIER GAMES



LIBERTALIA: WINDS OF GALECREST

In the world of Galecrest, sky pirates set sail on the winds in search of adventure, treasure, and glory. As an admiral, you command a vast and varied crew... but so do your rivals sailing other ships in the pirate fleet. A completely revised, expanded, and refreshed edition of the classic pirate game. Scheduled to ship in March 2022.

STM LIB PI

ALLEGORYTM



A Game Of Lore and Hidden Strategies!

Weave a trilogy of tales in an intriguing auction game of bidding, bluffing, and set collection.

Balance your stories and include your hidden moral to win!



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Game play
30-50
minutes

Ages
8+

2-6
players

SPOTLIGHT ON


**HAPPY LITTLE DINOSAURS:
DATING DISASTERS EXPANSION**

The only thing worse than a falling meteor? A first date. In this 54-card expansion pack, you might dodge the dreaded friend zone, encounter a giant catfish, or go out with a dino who says I love you way too early. Scheduled to ship in February 2022.

TET 6262-HLD-EXP1 PI


HERE TO SLAY: VINYL MINI BLIND BOX SERIES DISPLAY (18)

Each mystery box includes one mystery character with a matching limited edition, fully playable *Here to Slay* promo card. We are also proud to introduce two mystery characters, exclusive to this very first *Here to Slay* vinyl mini-series! Scheduled to ship in February 2022.

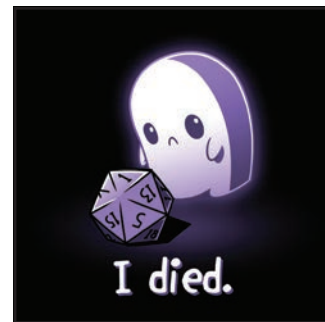
TET 5783-VF-BOX1 PI

T-SHIRTS

Scheduled to ship in April 2022.


DICE HOARDER T-SHIRT

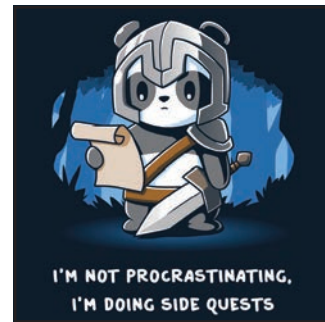
S
TET 5141-10-TES1 PI
M
TET 5141-10-TES2 PI
L
TET 5141-10-TES3 PI
XL
TET 5141-10-TES4 PI
XXL
TET 5141-10-TES5 PI
XXXL
TET 5141-10-TES6 PI


I DIED T-SHIRT

S
TET 6280-10-TES1 PI
M
TET 6280-10-TES2 PI
L
TET 6280-10-TES3 PI
XL
TET 6280-10-TES4 PI
XXL
TET 6280-10-TES5 PI
XXXL
TET 6280-10-TES6 PI


DRAGON MASTER T-SHIRT

S
TET 5218-10-TES1 PI
M
TET 5218-10-TES2 PI
L
TET 5218-10-TES3 PI
XL
TET 5218-10-TES4 PI
XXL
TET 5218-10-TES5 PI
XXXL
TET 5218-10-TES6 PI


I'M DOING SIDE QUESTS T-SHIRT

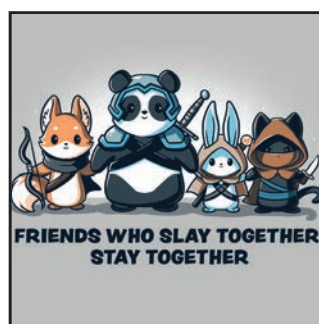
S
TET 5209-11-TES1 PI
M
TET 5209-11-TES2 PI
L
TET 5209-11-TES3 PI
XL
TET 5209-11-TES4 PI
XXL
TET 5209-11-TES5 PI
XXXL
TET 5209-11-TES6 PI


A DRAGON APPEARS

S
TET 4255-10-TES1 PI
M
TET 4255-10-TES2 PI
L
TET 4255-10-TES3 PI
XL
TET 4255-10-TES4 PI
XXL
TET 4255-10-TES5 PI
XXXL
TET 4255-10-TES6 PI


D20 LANDSCAPE T-SHIRT

S
TET 6102-11-TES1 PI
M
TET 6102-11-TES2 PI
L
TET 6102-11-TES3 PI
XL
TET 6102-11-TES4 PI
XXL
TET 6102-11-TES5 PI
XXXL
TET 6102-11-TES6 PI


**FRIENDS WHO SLAY TOGETHER,
STAY TOGETHER T-SHIRT**

S
TET 4121-15-TES1 PI
M
TET 4121-15-TES2 PI
L
TET 4121-15-TES3 PI
XL
TET 4121-15-TES4 PI
XXL
TET 4121-15-TES5 PI
XXXL
TET 4121-15-TES6 PI


I MIGHT NEED THIS LATER T-SHIRT

S
TET 5097-13-TES1 PI
M
TET 5097-13-TES2 PI
L
TET 5097-13-TES3 PI
XL
TET 5097-13-TES4 PI
XXL
TET 5097-13-TES5 PI
XXXL
TET 5097-13-TES6 PI



THIS IS WHY I HAVE TRUST ISSUES T-SHIRT

S	TET 4749-10-TES1	PI
M	TET 4749-10-TES2	PI
L	TET 4749-10-TES3	PI
XL	TET 4749-10-TES4	PI
XXL	TET 4749-10-TES5	PI
XXXL	TET 4749-10-TES6	PI



WRONG PARTY T-SHIRT

S	TET 4877-15-TES1	PI
M	TET 4877-15-TES2	PI
L	TET 4877-15-TES3	PI
XL	TET 4877-15-TES4	PI
XXL	TET 4877-15-TES5	PI
XXXL	TET 4877-15-TES6	PI

TIN ROBOT GAMES



DIRTY DRAGSTERS: BLUE & ORANGE CAR DECKS

Dirty Dragsters is a competitive drag racing card game with a simple play mechanic for 2 or more players. Any number of players can join the race with a different car. Each player's race kit comes in its own unique mint tin, including a car, acceleration cards, Instruction booklet and track pieces. Scheduled to ship in April 2022.

TRG DD001\$15.00



DIRTY DRAGSTERS: GREEN & BLACK CAR DECKS

Dirty Dragsters is a competitive drag racing card game with a simple play mechanic for 2 or more players. Any number of players can join the race with a different car. Each player's race kit comes in its own unique mint tin, including a car, acceleration cards, Instruction booklet and track pieces. Scheduled to ship in April 2022.

TRG DD002\$15.00

TRICK OR TREAT STUDIOS

SPOTLIGHT ON



CREATURE FEATURE

You are an agent in the golden age of monster movies! The actors you represent specialize in particular monstrous roles and you must compete to get them the best ones possible. Tactics and poker-style bluffing will take you far learn when to stand firm and go to a showdown or back down and accept a lesser role in a short feature. Is it better to employ your big stars now or hold them back to compete for more lucrative films? With a little luck skill and chutzpah you may be cackling evilly over your victory in *Creature Feature*! Designed by Richard Garfield and art by Terry Wolfinger. Scheduled to ship in June 2022.

TOT CFB01\$39.99

UNSTABLE GAMES™



GET THEM NOW!



GAMES

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GAMES

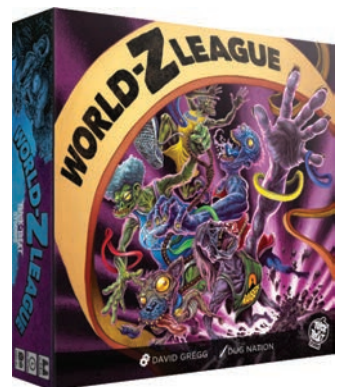
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TROLL FEST

In *TrollFest*, each player manages a rock band in a fantasy universe, recruits the most talented and charismatic musicians, holds concerts in the main city, hires dragons for transport and light show, and ends up trying to give the best act at TrollFest. Scheduled to ship in June 2022.

TOT TFB01 \$59.95



WORLD Z LEAGUE

The apocalypse has come and gone with the zombies here to stay along with their counter agent: the ZSA. Now dear competitors the Zombie Shooting Association welcomes you to the Z-World League! Choose your team, hide among the rubble and unleash rubber band fueled fury to knock over opposing zombies. Secure the highest earnings and be titled: Champion! Scheduled to ship in June 2022.

TOT WZB01 \$49.95



ZOMBIE MANIA

Roll Dice to fight off a horde of Zombies and send them back to the graveyard where they belong and maybe direct a few in your opponents direction while you are at it! *Zombie Mania* is a push your luck dice game where players try to remove the zombies who have invaded their buildings with successful dice rolls. You may re-roll your dice if you saved a gravestone that toss, but will you improve your results, or fail to remove any zombies at all by continuing to roll? First player to remove all Zombies from their building wins! Scheduled to ship in June 2022.

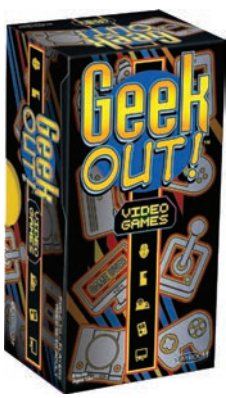
TOT ZMB01 \$29.95

ULTRA PRO INTERNATIONAL

GEEK OUT! VIDEO GAMES EDITION

GeekOut! Is the game of mind-challenging fun that finds out once and for all which player knows the most about your favorite video game subjects! Players draw cards that list things which fall under a certain category. Before you begin, however, the other players may try to steal your points (and bragging rights!), by bidding to list even more than the card requires. The bidding continues until one player is ready to out-geek their friends and family! Scheduled to ship in February 2022.

UPE 10602 PI



VIVID 4-POCKET ZIPPERED PRO-BINDER

Scheduled to ship in April 2022.



BLACK
UPI 15899 PI



BLUE
UPI 15892 PI



GREEN
UPI 15893 PI



YELLOW
UPI 15897 PI

VIVID 9-POCKET ZIPPERED PRO-BINDER

Scheduled to ship in April 2022.



LIGHT BLUE
UPI 15896 PI



BLACK
UPI 15907 PI



PURPLE
UPI 15894 PI



BLUE
UPI 15900 PI



RED
UPI 15895 PI



GREEN
UPI 15901 PI



TEAL
UPI 15898 PI



LIGHT BLUE
UPI 15904 PI



APR 2022



PURPLE
UPI 15902..... PI



TEAL
UPI 15906..... PI



RED
UPI 15903..... PI



YELLOW
UPI 15905..... PI

DOUBLE MASTERS

MAGIC THE GATHERING CCG: DOUBLE MASTERS 2022
Scheduled to ship in August 2022.

6' TABLE PLAYMAT UPI 19388..... PI	100+ DECK BOX V2 UPI 19396..... PI
8' TABLE PLAYMAT UPI 19389..... PI	100+ DECK BOX V3 UPI 19397..... PI
9-POCKET PRO-BINDER UPI 19401..... PI	BLACK STITCHED PLAYMAT V1 UPI 19390..... PI
12-POCKET PRO-BINDER UPI 19402..... PI	PLAYMAT A UPI 19391..... PI
100CT SLEEVES V1 UPI 19398..... PI	PLAYMAT B UPI 19392..... PI
100CT SLEEVES V2 UPI 19399..... PI	PLAYMAT C UPI 19393..... PI
100CT SLEEVES V3 UPI 19400..... PI	PLAYMAT D UPI 19394..... PI
100+ DECK BOX V1 UPI 19395..... PI	WALL SCROLL UPI 19403..... PI

USAOPOLY/THE OP



AVATAR: THE LAST AIRBENDER - FIRE NATION RISING
Scheduled to ship in July 2022.
USO DC096653..... PI

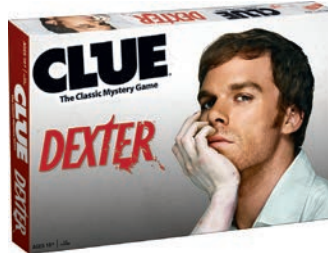
CARD SLEEVES (100)
Scheduled to ship in June 2022.

DRAGON PRINCE
USO SL150731..... PI

GARBAGE PAIL KIDS
USO SL137729..... PI

LABYRINTH
USO SL153778..... PI

CLUE
Scheduled to ship in March 2022.



DEXTER
USO CL007746..... PI

CLUE
Scheduled to ship in May 2022.

LABYRINTH
USO CL153778..... PI

CLUE
Scheduled to ship in June 2022.

CRITICAL ROLE
USO CL139516..... PI

DISNEY THE NIGHTMARE BEFORE CHRISTMAS: MERRY MADNESS
Scheduled to ship in June 2022.
USO PA004261..... PI

DISNEY SORCERER'S ARENA
Scheduled to ship in April 2022.

EPIC ALLIANCES
USO HB004764..... PI

EPIC ALLIANCES - TURNING THE TIDE EXPANSION 1
USO HB004781..... PI

HARRY POTTER: MISCHIEF ON DIAGON ALLEY
Scheduled to ship in June 2022.
USO PA010400..... PI



HARRY POTTER: HOGWARTS BATTLE PLAYMAT
Organize everything you need on the journey to vanquish Lord Voldemort with the *Harry Potter Hogwarts Battle Playmat*! This flexible, reusable mat replaces the game board from the cooperative deck-building core game for a sturdier setup, playthrough, and clean-up experience, box after box! Begin every game and expansion with your cards right where they belong to go into battle with the preparedness of the best Hogwarts Heroes! Scheduled to ship in March 2022.
USO PM010400..... PI

LOTERIA: COCO - REMEMBER ME (ENGLISH/SPANISH RULES)
Scheduled to ship in May 2022.
USO UP004496..... PI



USO DT011752..... PI

MARVEL DICE THRONE: 2-HERO BOX 1 (CAPTAIN MARVEL & BLACK PANTHER)
Marvel Dice Throne is a fast-playing, dice-rolling combat game that lets players battle as their favorite Marvel heroes in one-on-one duels, team battles, and free-for-all! Based on the smash success *Dice Throne*, *Marvel Dice Throne 2 Hero Pack* puts players in the roles of Captain Marvel and Black Panther, each with their own set of dice, player board, and unique deck of cards. Attack your opponents and activate abilities such as with dice rolls, accumulate combat points, and spend them on action cards that allow for ability upgrades such as Black Panther's Vibranium Suit and Captain Marvel's Cosmic Rays. Both heroes are compatible with the entire *Dice Throne* ecosystem. Scheduled to ship in June 2022.



GAMES

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MARVEL DICE THRONE: 2-HERO BOX 2 (BLACK WIDOW & DOCTOR STRANGE)

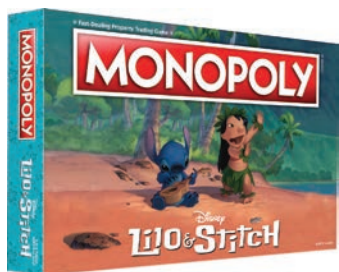
Marvel Dice Throne is a fast-playing, dice-rolling combat game that lets players battle as their favorite Marvel heroes in one-on-one duels, team battles, and free-for-alls! Based on the smash success Dice Throne, this Marvel Dice Throne 2 Hero Box puts players in the roles of Black Widow and Doctor Strange, each with their own set of dice, player board, and unique deck of cards. Attack your opponents and activate abilities with dice rolls, accumulate combat points, and spend them on action cards that allow for ability upgrades like Doctor Strange's Premonition and Black Widow's Time Bomb. Both heroes are compatible with the entire Dice Throne ecosystem. Scheduled to ship in June 2022.

USO DT011753.....PI

MARVEL DICE THRONE: 4-HERO BOX (SCARLET WITCH, THOR, LOKI, AND SPIDER-MAN)

Marvel Dice Throne is a fast-playing, dice-rolling combat game that lets players battle as their favorite Marvel heroes in one-on-one duels, team battles, and free-for-alls! Based on the smash success Dice Throne, this Marvel Dice Throne 4 Hero Box puts players in the roles of Scarlet Witch, Thor, Loki, and Spider-Man, each with their own set of dice, player board, and unique deck of cards. Attack your opponents and activate abilities with dice rolls, accumulate combat points, and spend them on action cards that allow for ability upgrades such as Scarlet Witch's Chaos Magic and Spider-Man's Invisibility. All 4 heroes are compatible with the entire Dice Throne ecosystem. Scheduled to ship in June 2022.

USO DT011754.....PI



DISNEY LILO & STITCH

USO MN004679.....PI

MONOPOLY

Scheduled to ship in March 2022.

DRAGON PRINCE

USO MN150731.....PI

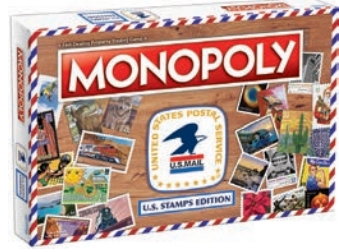
HELLO KITTY & FRIENDS

USO MN075296.....PI

USPS U.S. STAMPS

Celebrate a historical hobby enjoyed by philatelists around the world with a custom collection you can take out and play! Created in collaboration with USPS, Monopoly: U.S. Stamps Edition lets players buy, sell, and trade the most memorable stamps from U.S. history! Travel the board with USPS-inspired tokens such as a Mail Box, Roll of Stamps, Package and more to set up Post Offices and Distribution Centers. Keep your assets in superb condition to stick it to the competition and win!

USO MN148638.....PI



MONOPOLY

Scheduled to ship in April 2022.

DAVID BOWIE

USO MN151769.....PI

MONSTER JAM

USO MN149651.....PI

MONOPOLY

Scheduled to ship in May 2022.

BRITNEY SPEARS

USO MN151768.....PI

GODFATHER 50TH ANNIVERSARY

USO MN082328.....PI

SHARK WEEK

USO MN042677.....PI

MONOPOLY

Scheduled to ship in June 2022.

DR. SEUSS

USO MN154000.....PI

IRON MAIDEN

USO MN144656.....PI

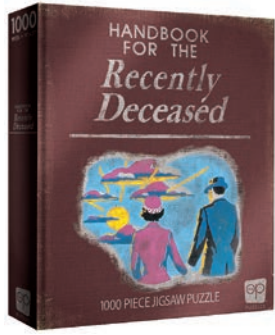
PUZZLES

Scheduled to ship in February 2022.



BEETLEJUICE - GHOST WITH THE MOST 550PCS

USO PZ010684.....PI



BEETLEJUICE - HANDBOOK FOR THE RECENTLY DECEASED 1000PCS

USO PZ010740.....PI

IT CHAPTER 2 - TWO TIME TO FLOAT 550PCS

USO PZ010661.....PI



MARIO KART - RAINBOW ROAD 1000PCS

USO PZ005734.....PI



SWEET ESCAPES - BUZZ'S BIRTHDAY 1000PCS

USO PZ147758.....PI



SWEET ESCAPES - WELCOME TO SWEET ESCAPES 1000PCS

USO PZ147757.....PI

PUZZLES

Scheduled to ship in March 2022.

DRAGON PRINCE - HEROES AT THE STORM SPIRE 1000PCS

USO PZ150731.....PI

SOUTH PARK - STICK OF TRUTH 1000PCS

USO PZ078784.....PI

SUPER MARIO - MUSHROOM KINGDOM 1000PCS

USO PZ005735.....PI



ZELDA - SKYWARD SWORD 1000PCS

USO PZ005736.....PI

PUZZLES

Scheduled to ship in April 2022.

BATMAN - VILLAINS 1000PCS

USO TBD001.....PI

BOB'S BURGERS 1000PCS

USO PZ006786.....PI

CARE BEARS - 40TH/COLLAG 1000PCS

USO PZ141787.....PI



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GARBAGE PAIL KIDS - WRECK THE HALLS 1000PCS
USO PZ137767 PI

NARUTO - CAST 1000PCS
USO PZ086785 PI

POST FRUITY PEBBLES 1000PCS
USO PZ155780 PI

SCOOPY-DOO! 1000PCS
USO TBD002 PI

USPS - U.S. STAMPS 80'S 1000PCS
USO PZ148638 PI

PUZZLES

Scheduled to ship in May 2022.

CRITICAL ROLE - MIGHTY VIBES SERIES CADUCEUS 1000PCS
USO PZ139793 PI

SHARK WEEK 1000PCS
USO PZ042677 PI

PUZZLES

Scheduled to ship in June 2022.

DR. SEUSS - BOOKS 1000PCS
USO TBD005 PI

DR. SEUSS - GRINCH 1000PCS
USO TBD004 PI

GUDETAMA 1000PCS
USO TBD006 PI

HELLO KITTY & FRIENDS 1000PCS
USO TBD007 PI

POLYGON ART 1000PCS
USO TBD008 PI

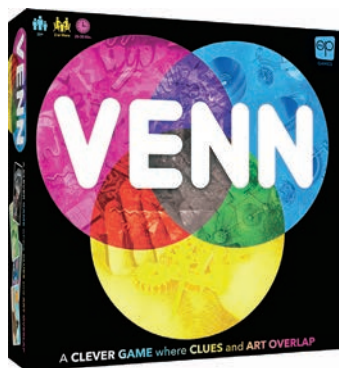
RICK AND MORTY 1000PCS
USO TBD009 PI

RWBY 1000PCS
USO TBD010 PI

SQUISHMALLOWS 1000PCS
USO TBD011 PI

SMASH UP: DISNEY (STAND ALONE)
Scheduled to ship in May 2022.
USO SM004000 PI

TRIVIAL PURSUIT: DISNEY THE NIGHTMARE BEFORE CHRISTMAS
Scheduled to ship in June 2022.
USO TP004261 PI



VENN
Scheduled to ship in May 2022.
USO PA000756 PI

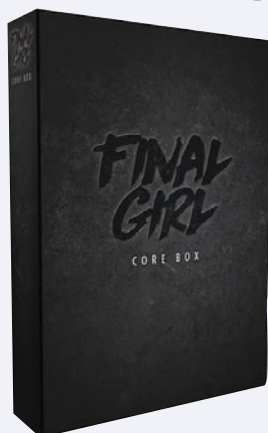
YAHTZEE: HOCUS POCUS
Scheduled to ship in June 2022.
USO YZ004652 PI

VAN RYDER GAMES

FINAL GIRL

Scheduled to ship in August 2022.

SPOTLIGHT ON



FINAL GIRL: CORE BOX

Playing on a famous horror movie trope, *Final Girl* is a solitaire-only game that puts the player in the shoes of a female protagonist who must kill the slasher if she wants to survive. The *Core Box*, when combined with one of our *Feature Film Boxes*, has everything you need to play the game. Each *Feature Film Box* features a unique Killer and iconic Location, and the more *Feature Films* you have, the more killer/location combinations you can experience! You can choose from multiple characters when picking someone to play and multiple killers when picking someone to play against. Killers and locations each have their own specific terror cards that will be shuffled together to create a unique experience with various combinations of scenarios for you to play! Requires any *Final Girl Feature Film* to play.
VRG FG000 \$19.99



CARNAGE AT THE CARNIVAL FEATURE FILM EXPANSION

Geppetto wanted a family of his own. Using inspiration from his favorite stories and with the help of dark rituals, he decided to make his own. This circus is just a front to find more 'new additions' to the family. Requires the *Final Girl: Core Box* to play.
VRG FG004 \$19.99



FRIGHTMARE ON MAPLE LANE FEATURE FILM EXPANSION

Dreams turn deadly when Dr. Fright comes to visit Maple Lane in: *Frightmare on Maple Lane*. Produced by AJ Porfiro, this *Feature Film* box stars Dr. Fright, who can kill you in your sleep. Are you brave enough to enter the dreamworld and confront him on his own turf? Requires the *Final Girl: Core Box* to play.
VRG FG005 \$19.99



HAPPY TRAILS HORROR FEATURE FILM EXPANSION

Summer camp turns deadly in *The Happy Trails Horror*. Produced by Evan Derrick, this *Feature Film* box stars Hans - The Butcher, who murders and feasts on unsuspecting campers. When an unlikely heroine emerges, will it be enough to stop the killing? Requires the *Final Girl: Core Box* to play.
VRG FG001 \$19.99



HAUNTING OF CREECH MANOR FEATURE FILM EXPANSION

When a family moves into infamous *Creech Manor*, their little girl Carolyn begins noticing supernatural phenomena. Produced by A.J. Porfiro, this *Feature Film* box has a killer of a different kind! Can the babysitter turned savior find Carolyn and get out before it's too late? Requires the *Final Girl: Core Box* to play.
VRG FG002 \$19.99



LORE BOOK SERIES 1

This 64-page staple-bound booklet includes: A backstory for each killer in Series 1, a backstory for each *Final Girl* in Series 1, tips on playing each *Final Girl* in Series 1, and a scenario for each killer/location combination in Series 1, with special rules and setup instructions for each scenario.
VRG FGLBS1 \$7.99



SLAUGHTER IN THE GROVES FEATURE FILM EXPANSION

Each year, thousands of tourists flock to the 'Ancient Groves' in Africa to see ancient and beautiful settings, artifacts, and places of worship. Vacations turn to nightmares when the masked killer, Inkanyamba, arrives to exact revenge on behalf of the gods. Requires the *Final Girl: Core Box* to play.
VRG FG003 \$19.99



TERROR FROM ABOVE VIGNETTE EXPANSION

A flock of deadly birds is attacking! Can you save the innocents and survive long enough to escape? The *Vignette* requires both the *Core Box* and one of the *Feature Film Boxes* to play the game. The *Vignette* provides the unique Killer and one *Final Girl*, and the *Feature Film Box* provides the Location. In *Terror from Above*, the birds will be invading the location of your choice. Will the Carnival be suddenly overrun by a flock of birds? Or will Creech Manor be invaded by their overwhelming numbers? Like other killers, you can choose ANY location to play *Terror from Above*! .
VRG FGV01 \$9.99

GAMES

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MINIATURES BOX SERIES 1
VRG FGMBS1 \$25.00

WIZARDS OF THE COAST

SPOTLIGHT ON



**DUNGEONS & DRAGONS
RPG: MORDENKAIEN
PRESENTS - MONSTERS OF THE
MULTIVERSE HARD COVER**
Compiling and updating monsters that originally appeared in *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*, this book presents friends and foes for any D&D campaign, many of them accompanied by the comments of Mordenkainen.
WOC D08680000 \$49.95

WIZKIDS/NECA

CRITICAL ROLE

Scheduled to ship in June 2022.



GUESTS OF CRITICAL ROLE
Critical Role has partnered with WizKids to create high quality figures that are compatible with the most popular tabletop RPGs. As the newest entries into the Critical Role inspired line, *Critical Role: Guests of Critical Role* offers some of the unique characters to visit the Critical Role Universe. This set includes 10 Figures: Lionel, Tova, Thorbir, Garthok, Keg, More Coming Soon! Are you ready to meet The Guests of Critical Role?
WZK 74268 \$59.99



MONSTERS OF EXANDRIA - SET 1
WZK 74263 \$79.99

MONSTERS OF EXANDRIA - SET 2
WZK 74264 \$79.99

**MONSTERS OF EXANDRIA -
HUGE PREMIUM FIGURE**
WZK 74265 \$49.99



NPCs OF TAL'DOREI - SET 2
WZK 74266 \$59.99



NPCs OF WILDEMOUNT
WZK 74267 \$59.99



DICE CONQUEST
Can you survive long enough to defeat the mighty dragon Kalterstorm? Each round you'll draw three new monster cards, joining any leftover from the last round. Then, a player rolls all available dice, and players begin their turns. On your turn, you place any available die on a monster (with one chance to reroll), doing that dies value amount of damage. But it's not always so simple! Many monsters have special requirements, like the Ogre who must be defeated before you can even target other creatures! Scheduled to ship in April 2022.
WZK 87510 \$19.99

SPOTLIGHT ON

**DUNGEONS & DRAGONS
FANTASY MINIATURES:
ICONS OF THE REALMS
ADULT BRONZE DRAGON**

The D&D Icons of the Realms: Adult Bronze Dragon is an excellent addition to your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints, this bronze dragon is a great foe or ally for any adventure! Scheduled to ship in April 2022.
WZK 96145 \$99.99



SPOTLIGHT ON

**DUNGEONS & DRAGONS
FANTASY MINIATURES:
ICONS OF THE REALMS WATERDEEP
DRAGONHEIST BOX SET 1**

A grand urban caper awaits you. Pit your skill and bravado against villains the likes of which you've never faced before, and let the dragon hunt begin! Within this box, you will find some of Waterdeep's most terrifying foes, as well as some of its legendary heroes. Excite your players with this collection of 8 highly detailed miniatures and start building your own legendary story today. Scheduled to ship in April 2022.
WZK 96114 \$49.99



SPOTLIGHT ON

**DUNGEONS & DRAGONS FANTASY
MINIATURES: ICONS OF THE REALMS
WATERDEEP DRAGONHEIST BOX SET 2**

A grand urban caper awaits you. Pit your skill and bravado against villains the likes of which you've never faced before, and let the dragon hunt begin! Within this box, you will find some of Waterdeep's most terrifying foes, as well as some of its legendary heroes. Excite your players with this collection of 7 highly detailed miniatures and start building your own legendary story today. Scheduled to ship in April 2022.
WZK 96115 \$49.99



**DEATH SAVES:
MEDUSA TROPHY**

The Medusa Trophy is made of foam rubber and latex that's carefully hand-painted for realistic detail. The trophy plaque comes with everything you need to mount the plaque to your wall. Scheduled to ship in August 2022.
WZK 68506 \$19.99





FEATURED ITEM

**MARVEL HEROCLIX: X-MEN
X OF SWORDS BOOSTER BRICK (10)**

Based on the crossover epic *X Of Swords*, this 5-figure booster release features iconic X-Men heroes and villains including Cable, Storm and Magneto like you've never seen them before as they stand up to defend the new Mutant nation of Krakoa against Isca the Unbeaten, Solem, and the other Swordbearers of Arakko. With powerful characters like The White Sword, Lady Roma and Saturnyne making their *HeroClix* debut, this is one set you don't want to miss.

In addition to everything else, lucky players will also get a Tarot Card in their booster that adds a new dynamic layer of strategy to *HeroClix*! With more than 70 figures and equipment and over 30 Tarot Cards to collect, this *HeroClix* set is one of the most

unique and exciting sets to collect ever! Scheduled to ship in June 2022.

WZK 84837 \$169.99



FEATURED ITEM

**MARVEL HEROCLIX: X-MEN
X OF SWORDS DICE
AND TOKEN PACK**

Defend the mutant nation of Krakoa to protect the future! *Dice and Token Packs* contain 2 custom dice featuring a special logo to match the set, and 6 action tokens featuring fan-favorite characters including Magik, Apocalypse and Wolverine from the release! Tokens will also have a bystander on the back to use with characters that generate them in the set! *Dice and Token Packs* are a great way to enhance your *HeroClix* experience! Scheduled to ship in June 2022.

WZK 84842 \$14.99



FEATURED ITEM

**MARVEL HEROCLIX:
X-MEN X OF SWORDS
MINIATURES GAME**

Engage in up to 8 exciting campaign scenarios for 2 players where the results matter from session to session, or sit down for a head-to-head single match of raw power! Each of the beautiful pre-painted figures comes ready to play with two different modes making this box incredible

for both first-time miniatures players and *HeroClix* veterans! Included are also five of the all-new Tarot Cards that bring a new level of strategy to *HeroClix* and create even more new ways to play for hundreds of different combinations! Complete with thick, double-sided map components and unique *X Of Swords* themed dice, this set contains everything 2 people need to play *HeroClix*. Scheduled to ship in July 2022.

WZK 84839 \$69.99

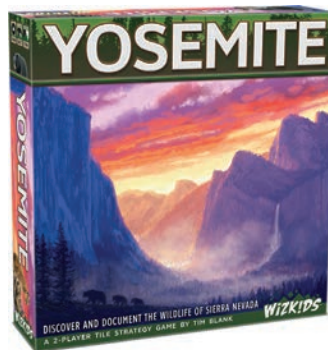


FEATURED ITEM

**MARVEL HEROCLIX: X-MEN
X OF SWORDS PLAY
AT HOME KIT**

Play at Home Kits have become a mainstay of the *HeroClix* play experience over the last year and keep going strong with the new *X-Men: X of Swords* set! *Play at Home* kits are a great way of getting exclusive figures and *HeroClix* maps with an exciting story to players who may or may not be able to visit their local game store. The *X of Swords Play at Home Kit* features full-color packaging with a window so customers can see the pre-painted Pyro figure inside! Scheduled to ship in June 2022.

WZK 84840 \$19.99

**YOSEMITE**

Yosemite is a fast-paced, competitive strategy game for 2 players based on the landmarks of Yosemite National Park. In this game, you'll travel through the park, take pictures of the animals and the landmarks, and go camping and fishing. Be the one who impresses the judges the most in order to win the coveted title of "Photographer of the Year." With strategic movement and a variety of ways to score, *Yosemite* is fast and challenging, keeping you and your opponent on your toes as you explore the beautiful park. Scheduled to ship in June 2022.

WZK 87523 \$29.99

WYRD MINIATURES

MALIFAUZ 3RD EDITION

Scheduled to ship in March 2022.

**ALL THE WORLD'S A STAGE**

WYR 23925 \$50.00

**PROTECTED DOMAIN**

WYR 23915 \$55.00

**NEVERBORN STARTER SET**

WYR 23433 \$45.00

**SELF-MADE**

WYR 23924 \$35.00

GRAPHIC NOVELS

DYNAMITE ENTERTAINMENT

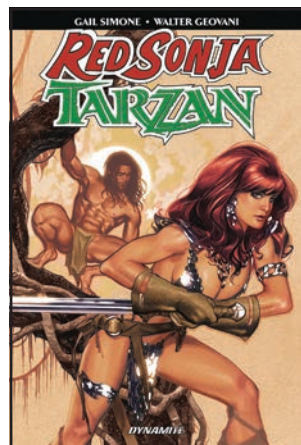
SPOTLIGHT ON



RED SONJA BLACK TOWER

What is the Black Tower? What startling mysteries does it contain within its walls? And most shockingly... how will its very existence cause the death of Red Sonja? When the Hyrkanian swordswoman rides into the city of Lur, she discovers that a mysterious ebon fortress has risen in the night, inspiring paranoia among the populace. While some fearful citizens are driven to murderous frenzy, others become fanatic devotees of the tower's unknown inhabitants. As the years go by, Sonja is always drawn back to this desperate place where. Who are the Soulless, and what terrible fate will they bring to the red-dressed heroine? Scheduled to ship in June 2022.

DIA STK686845\$14.99



RED SONJA TARZAN

Eson Duul is an evil man. The mere mention of his name makes powerful quake with fear. He has no regard for life, including that of man. But he may finally have met his match when he finds himself up against Red Sonja and Tarzan! Gail Simone (*Birds of Prey*, *Red Sonja*) and Walter Geovani (*Red Sonja*, *Clean Room*) reunite to bring us the crossover event featuring two of fiction's greatest heroes side by side at last! Scheduled to ship in June 2022.

DIA STL099007\$19.99



VAMPIRELLA ROSES FOR DEAD HARDCOVER

Fan Favorite artist Joe Michael Linsner is joined by writer Kristina Deak-Linsner to create a *Vampirella* story that takes Vampi back-to-basics! Vampirella hunts down a sexual predator in order to feed her insatiable thirst for blood. While tracking him down to a Philadelphia nightclub, Evily the Witch bars her path. They clash and the plan is thwarted. Do they both decide to team up against him, or remain at odds? Whatever the means, Vampi vows to get revenge! Scheduled to ship in June 2022.

DIA STL094676\$19.99

IMAGE COMICS



BEAUTY V1

Imagine a sexually transmitted disease that makes those infected better looking... a disease people want. That disease is real, and it's called the Beauty. Two years after the Beauty burst onto the scene, over half of America is infected. Now, it looks like the downside may be far worse than anyone suspected. Detectives Vaughn and Foster find themselves on the front line of the battle against the Beauty, embroiled in a conspiracy they never knew existed. Collects *The Beauty* #1-6. Scheduled to ship in June 2022.

DIA STK695226\$9.99



KICK-ASS DAVE LIZEWSKI YEARS V3

Dave Lizewski has taken a HORRIFYING and EXHILARATING plunge. Armed with minimal combat training and a pair of batons, he donned a mask and set out to become a real superhero, Kick-Ass. And he succeeded. Wildly. Kick-Ass and tween black belt Hit-Girl took on the mafia and won. But his arch nemesis Red Mist now thinks superheroes are past and has become the world's most notorious super villain. His first target? Dave Lizewski's family. Collects *Kick-Ass 2: Balls To The Wall* #1-7. Scheduled to ship in June 2022.

DIA STL072990\$16.99



KICK-ASS NEW GIRL V3

After the bloody defeat of Violencia and Santos, there's no rest for Kick-Ass. She now has a criminal empire at her fingertips, and bags of blood money at her disposal. New threats emerge from out of town as she destroys Russian meth labs and rattles the Mexican cartels. Can she take down her enemies, keep her family alive, and keep her identity secret? Collects *Kick-Ass* #13-18. Scheduled to ship in June 2022.

DIA STL120038\$17.99



FEATURED ITEM



KILLADELPHIA V1 SINS OF THE FATHER

Featuring the show-stopping talents of *Spawn* series artist Jason Shawn Alexander and the writer behind such hit shows as *Wu-Tang: An American Saga*, *Marvel's Runaways*, and *STARZ's American Gods* - Rodney Barnes. When small-town beat cop Jimmy Sangster returns to his Philadelphia roots to bury his murdered father, he stumbles into a mystery that will lead him down a path of horrors and shake his beliefs to their core. The city that was once the symbol of liberty and freedom has fallen prey to corruption, poverty, unemployment, brutality and vampires. There's a reason they say you can't go home again. Welcome to Killadelphia. Collects *Killadelphia* #1-6. Scheduled to ship in June 2022.

DIA STL139215\$9.99



FEATURED ITEM



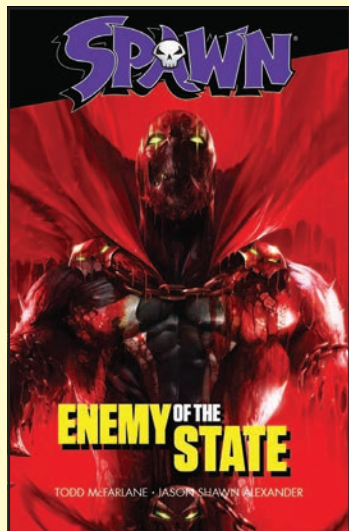
MOONSHINE V1

From writer Brian Azzarello and artist, Eduardo Riso - the Eisner Award-winning creative team behind the crime classic, *100 Bullets* - comes a brutal new series that puts a horror twist on a classic gangster tale! Set deep in Appalachia during Prohibition, *Moonshine* tells the story of Lou Pirlo, a city-slick 'torpedo' sent from New York City to negotiate a deal with the best moonshiner in West Virginia, Hiram Holt. Lou figures it a milk run, but what he doesn't figure is that Holt's just as cunning and ruthless as any NYC crime boss. Not only will Holt do anything for his illicit booze operation, he'll stop at nothing to protect a much darker, bloodier family secret. Collects Issues 1-6. Scheduled to ship in June 2022.

DIA STL031600 \$9.99



FEATURED ITEM



SPAWN ENEMY OF THE STATE

Todd McFarlane and Jason Shawn Alexander change the game in this new SEVEN-ISSUE collection. Trapped in a maximum security penitentiary, Al Simmons is exactly where he wants to be. But the danger is greater than he knows. Alone against his enemies, Al begins to unravel his master plan to bring Heaven and Hell to their knees, with the help of some old 'friends.' Overtkill, Cy-Gor, The Curse, and The Freak ALL return-like NEVER before! Collects *Spawn* #284-290. Scheduled to ship in June 2022.

DIA STL124766 \$16.99



THAT TEXAS BLOOD V1

Sheriff Joe Bob Coates questions his effectiveness as the aging lawman of Ambrose County, Texas as chaos descends following an explosive highway confrontation and the mysterious death of local rogue Travis Terrill. Michael Lark (*Lazarus*, *Daredevil*) calls the series 'The best damn comic I've read in years.' Collects *That Texas Blood* #1-6 Scheduled to ship in June 2022.

DIA STL164523 \$9.99

PANINI UK LTD

DOCTOR WHO LAND OF THE BLIND

Land of the Blind collects together stories featuring the first four Doctors from the long-running comic strip in the official *Doctor Who Magazine*. Writers include Gareth Roberts, Nicholas Briggs, Dan Abnett, Scott Gray, and Kate Orman. Artists include Martin Geraghty, Lee Sullivan, Colin Andrew, and Barrie Mitchell. The collection contains six complete adventures: *Victims*, *The Lunar Strangers*, *Food for Thought*, *Change of Mind*, *Land of the Blind*, and *Bringer of Darkness*. Includes a wealth of exclusive, brand-new material revealing how the strips were created, featuring contributions and commentary from the writers and artists. Scheduled to ship in June 2022.

DIA STL081417 \$19.99



TITAN COMICS

SPOTLIGHT ON



DOCTOR WHO ALTERNATING CURRENT

Doctor Who returns with the comic debut of iconic 70's TV Villain! After narrowly escaping the Weeping Angels and the Autons in 1960s London, the Tenth and Thirteenth Doctor must team-up once again to save present-day Earth from being overrun by both the Skithra and the classic aquatic villain, the Sea Devils! Who else can they turn to for help but Rose Tyler: leader of the human resistance! Collects *Doctor Who Comics* #1-4 Scheduled to ship in June 2022.

DIA STL180190 \$16.99



GRAPHIC NOVELS

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GTN

APR 2022

61

Introducing Villainous

Bigger and Badder

Disney

Ravensburger

DISNEY VILLAINOUS: BIGGER AND BADDER

RVN 60001935..... PI | Available March 2022!

The beloved *Disney Villainous* line continues with a new expandalone — *Disney Villainous: Bigger and Badder*! This latest entry in the award-winning *Disney Villainous* franchise introduces players to Pixar characters for the first time, giving them the opportunity to play as Syndrome from “*The Incredibles*” as well as Lotso from “*Toy Story 3*”. Additionally, players will be able to step into the role of “*The Sword in the Stone*” villain, Madam Mim.

In *Disney Villainous*, all Disney and Pixar Villains have a unique, story-based objective.

Acting as their chosen Villain, players move to a new location in their Realm, take actions based on the icons there, and play cards from a Villain deck made up of Items, Allies, and other helpful cards. To make it more difficult for other Villains to reach their goals, a player can take a Fate action to play meddling Heroes, which slows down their opponent. Each Villain has different strategies to win, as well as different weaknesses their opponents can take advantage of. To win, a player must reach their objective first.

**“YOU CAN’T COUNT ON ANYONE,
ESPECIALLY YOUR HEROES.”**



MR. INCREDIBLE

If Syndrome’s Remote is in Syndrome’s Realm when Mr. Incredible is played, attach it to Mr. Incredible. Mr. Incredible gets +1 Strength for each other Hero at his location.

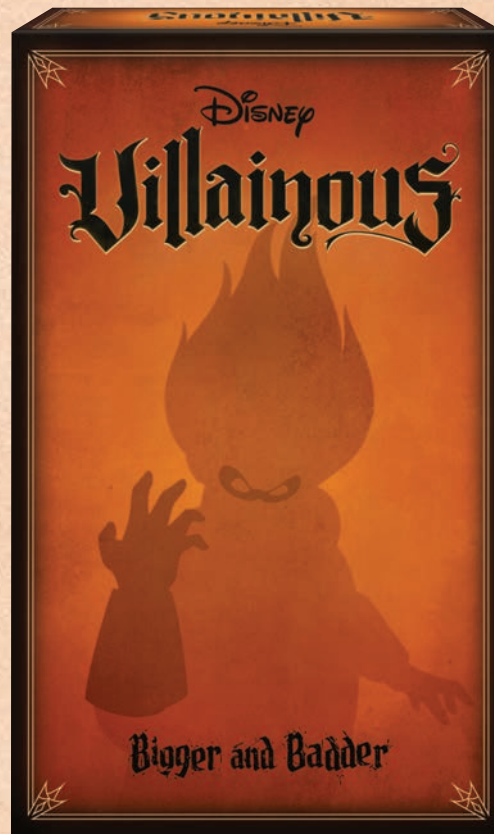
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Hero

© Disney © Disney/Pixar

As the main antagonist in Disney and Pixar’s “*The Incredibles*,” Syndrome’s goal is to eliminate Supers, including Mr. Incredible. He created the Omnidroids, which are robots designed to do just that. In *Disney Villainous: Bigger and Badder*, he’ll need to upgrade the Omnidroid before defeating it along with all Heroes in his Realm to emerge victorious.

Because the Omnidroids are Syndrome’s creation, he can use them to Vanquish Heroes along with his Allies. However, he’ll need to defeat Omnidroid v.10 to reach his objective and therefore will need upgrade to this version in steps. Syndrome will start with Omnidroid v.X8 in play, and this version will need to be defeated before Omnidroid v.X9 is played, and this version in turn will need to



© Disney © Disney/Pixar

be Vanquished before the final version can be played. In addition to this, Syndrome’s Remote will need to be in his Realm for Syndrome to win the game, as this allows this Villain to move Omnidroid v.10 to a Hero’s location to defeat them.



OMNIDROID v.10

Remove three Major Modifications from your Realm to play Omnidroid v.10 to Downtown Metroville. If Syndrome’s Remote is in your Realm, play Omnidroid v.10 to the opposite side of the Realm. Do not discard Omnidroid v.10 if used in a Vanquish action.

7

Omnidroid

© Disney © Disney/Pixar

Syndrome will need to work quickly to upgrade his creation, as there are plenty of Heroes around to mess with his plans. For example, Mr. Incredible gets stronger if Syndrome's Remote is already in his Realm when this Hero is played, while the adorably powerful Jack-Jack will gain as much Strength as the strongest Hero in his location when he's put in play.

**"YOU'RE A PIECE OF PLASTIC.
YOU WERE MEANT TO BE THROWN AWAY."**



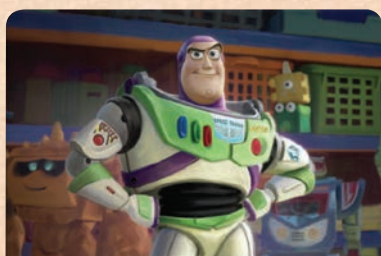
WHERE'S YOUR KID NOW?

During their turn, if another player defeats a **Hero** with a Strength of 2 or more, you may play Where's Your Kid Now?. Choose a **Hero** at Lotso's location and reduce their Strength to 0.

Condition

© Disney © Disney/Pixar

In "Toy Story 3," Lotso is a magenta, strawberry-scented teddy bear who after his apparent abandonment becomes leader of Sunnyside Daycare before transforming it into a prison for unsuspecting toys.



BUZZ LIGHTYEAR

Neither Buzz Lightyear nor any **Heroes** in his location can be targeted by Vanquish actions.

Guardian

© Disney © Disney/Pixar

In the game, this Villain will need to entrap four Heroes with 0 Strength in addition to Buzz Lightyear in the Caterpillar Room. To do this, Lotso has Strength Modifier tokens that will help him reduce a Hero's Strength, and he has both Vanquish actions and certain cards in his Villain deck that help him achieve this. For example, Where's Your Kid Now? helps Lotso reduce any Hero's Strength to 0 if they are in his location.

Lotso's opponents have plenty in their arsenal to foil this fuzzy Villain, but they'll need to work quickly! Buzz Lightyear begins play as a Guardian, and he prevents Heroes in his location by being Vanquished. However, Lotso can flip Buzz Lightyear to Demo Mode Buzz Lightyear, which makes him Lotso's Ally!

**"WANT TO FIGHT? WANT TO HAVE
A WIZARD'S DUEL?!"**

The final Villain in *Disney Villainous: Bigger and Badder* is Madam Mim, who appears in "The Sword in the Stone." In this 1963 film, Madam Mim is a witch who fervently believes herself to be the greatest wizard of all time while grossly underestimating Merlin, an old rival.

CHICKEN MIM

This location gains:

Chicken Mim can only be used in a Vanquish action targeting Caterpillar Merlin.

Transformation

© Disney © Disney/Pixar

This narrative is reflected in the game, as those playing as this Villain will need to win the Wizard's Duel by defeating all of Merlin's Transformations with Mim's Transformations. Madam Mim is a lone wolf and therefore has no Allies. Instead, she has Transformation cards in her Villain deck that are used to Vanquish specific Transformations that Merlin makes. For example, Chicken Mim can be used to Vanquish Caterpillar Merlin.



CATERPILLAR MERLIN

Caterpillar Merlin can only be defeated in a Vanquish action by Chicken Mim.

Transformation

© Disney © Disney/Pixar

Because Madam Mim's main goal is to defeat Merlin, this Villain has few Fate cards. However, her opponents can use Fate cards like Archimedes to switch out one Merlin Transformation for another, making it more difficult for her to reach her goal.

ADD TO YOUR DISNEY VILLAINOUS GAMES!

Disney Villainous: Bigger and Badder is a wonderful standalone game that can be mixed and matched with all *Disney Villainous* boxes to provide variety in gameplay for up to a six-player game. It is intended for players ages 10 and up and takes about an hour to play. Look for it at your friendly local game store this spring!

...

RACE TO THE LEGENDARY CHEESE MOON



FIRST RAT

PSD 51232G \$39.99 | Available Q1 2022!

For generations, the rats in the old junkyard have told the great legend about a moon made of cheese. They want nothing more than to reach this great treasure, but how? One day the little rat children discover a comic describing the first landing on the moon and a plan is hatched: build a rocket and take over the great cheese moon! Fortunately, the junkyard has everything a rat could need for a makeshift rocket. So, gather your rat family, collect the resources you need, and prep to launch in *First Rat*, a strategic set collection race for 1 to 5 players!

A JUNKYARD OF OPPORTUNITY

The best place to find the resources you need is a junkyard! Each player will begin with 2 adult rats that will move along the junkyard path collecting building materials for the rocket as well as lightbulbs, apple cores, and cheese, which will all help during the game. At the beginning of a turn the player will have the choice to advance 1 of their rats 1-5 spaces along the path or to advance 2-4 of their rats 1-3 spaces each, though all rats moved on that turn must end up on different spaces of the same color.

Your own rats can't share the same space, but your rat can be in the same space with another family's rats, though it will cost you! If a rat's movement ends in a space that already has another player's rat, 1 cheese must be given to the other player. If there are several other rats, each player gets paid a cheese. If you don't have cheese to pay the other players you must take the moldy cheese, which is negative points at the end of the game.

As you move along the path and land on new spaces, those rats will collect resources. Yellow cheese spaces, blue lightbulb spaces, and white apple cores will give different quantities based on what is shown in that space's illustration. Green and orange spaces will just give one of that resource. *First Rat* features a double-sided game board, one side with the resources printed on the board and the other side with open spaces so the resource tiles can be shuffled and randomly placed for a whole new path each game.



Gathering up the right resources is important. Some resources can be used to zip through a shortcut on the board and you'll need to gather the right pieces to build up the rocket parts for that trip to the cheese moon at the end!

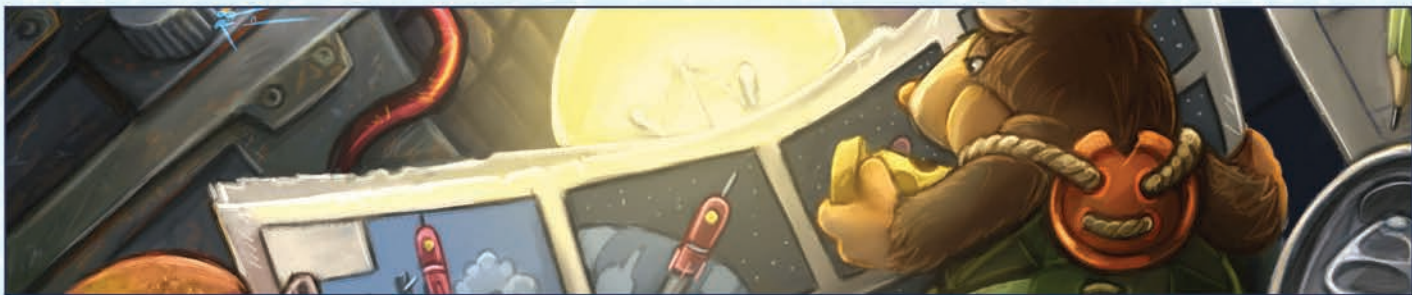


BUY OR STEAL

Along the junkyard path, your rat may encounter Harry Hamster, Zippy the Frog, and Madcap Raven who all have booths featuring various useful items in exchange for cheese (or a little petty theft). Players can hand in the specified number of cheese to take 1 item of their choice from the display or they can steal the item, returning their rat to the start of the junkyard path as a consequence. Players will need to be strategic in managing their resources and their rat's location for the race to the launch!



If there's one thing hamsters know, it's how to collect and transport things. Harry Hamster came up with an idea to capitalize on this



knowledge and constructed clever backpacks the rats can use to carry more stuff to their rocket. Beginning on the next turn after acquiring a backpack, when a player collects resources matching the color of that backpack, they'll receive 1 or 2 additional resources as indicated on the backpack token they took.

Zippy the Frog has been super quick ever since she fell into an old can of Red Rat as a tadpole. Ever after, she's been collecting and selling this magic potion, which gives rats more energy. Using an energy drink on a turn will double the resources that rat gains. An energy drink token can only be used one time though.

The Madcap Crow is always telling outlandish tales; She even claims she's flown to the moon! Her expertise has been in great demand ever since the rocket project began and the rats keep peppering her with questions regarding the best way to get their rocket to fly. Of course, she's excited to hear about all the plans and ideas and she rewards the best ones with bottle caps. Those bottle caps will provide different bonuses for extra points at the end of the game.

A RACE TO THE MOON

Each turn players can build rocket parts and donate cheese for the flight if they have the right resources. The rocket has three parts it needs built: the cockpit, the cargo bay, and the thrusters. Each piece will need different resources. 2 calculators and 1 tin can will build a cockpit, 3 baking sodas and 2 tin cans will build a cargo bay, and 5 vinegar bottles and 2 baking sodas will build a thruster.

Each track has 5 spaces. Whenever a player builds a rocket part, they immediately place one of their score markers on the corresponding track in the space furthest to the left. The spaces on the left have the most points so players will want to be quick to build and claim those points! Each time a player completes a set using all three rocket parts, they can claim a space on the complete rocket score track.



While building the rocket is important, there are additional ways to get points and claim victory for your rat family. Each time you donate 10 cheese for the launch you can place a score marker on the cheese track. As you gather lightbulbs, each time your light string marker reaches or passes a construction light you can place a score marker on the light track. Storing food for the rat burrow and your rat becoming a rattonaut ready for launch will also allow you to place score markers for extra points.



Move around the junkyard, collect materials, build rocket sections, prepare your family's rattonauts, and claim the most lunar cheese in *First Rat!* Featuring a double-sided game board and an included solo mode, this 1-5 player game is a delightfully cheesy strategic addition to game night.

Beth Erikson is the Marketing Manager for Pegasus Spiele North America. She is an avid gamer, a collector of far too many books, an explorer of the outdoors, and would happily settle on a gigantic cheese moon.



ELECTOR COUNTS



WARHAMMER FANTASY ROLEPLAY: ELECTOR COUNTS

CB7 2434..... \$29.99 | Available Now!

Elector Counts is an exciting new card game from Cubicle 7 for 2-4 players and includes everything you need to vie for control of the Empire. A treat for all fans of the Warhammer world, the cards are illustrated with full-colour images depicting the most iconic regiments, heroes, and locations in the Empire. Old hands may spot a number of classic characters and units illustrated for the first time in decades, but you don't need to be a Warhammer aficionado to enjoy the game. The rules are simple enough to pick up quickly and are explained within a short, brightly illustrated rulebook. Games are tense and tactical, with great swings in fortune possible right up until the final moments.

FIGHT FOR CONTROL OF THE EMPIRE

The Empire is the greatest nation in the Old World, but it has had a turbulent history. Sigmar himself had to wage bloody wars with neighbouring tribes to unify his Empire. In the centuries since his disappearance, the nation has been riven by internal conflicts, secession, and disaster. When opportunity presents itself, the provincial lords, the *Elector Counts*, vie with one another to win the crown.

Many times in the Empire's history the nation has effectively ceased to be, dissolving into petty kingdoms squabbling amongst themselves. The *Elector Counts* game allows a player to command one such faction and strive to dominate their opponents during a period of civil strife.

The Age of Wars saw the *Elector Counts* of various provinces fall to feuding. This led to the time of the Three Emperors, when the rulers of Talabheim and Middenheim refused to recognise the authority of the elected Emperor. The Von Carstein pretenders of Sylvania also refused to respect Sigmar's vision, seeking instead to conquer the other provinces and rule them as undead overlords. Towards the end of the second millennium, faith in the Imperial system reached its nadir, leading to a period of interregnum where any provincial ruler could declare themselves emperor, for all the difference it made. Only the inspirational leadership of Magnus the Pious brought an end to this bickering and restored the Empire to its former glory.

Whilst things have been more stable since the reign of Magnus, the *Elector Counts* remain ambitious and fractious, and it may only take a few small disputes to tip the whole nation into turmoil.

HOW TO PLAY

To begin, each player starts with a home location: Altdorf, Middenheim, Ubersreik, or Salzenmund. They can add further locations

from their hand, and each location they control will provide them with victory points at the end of the game. Each time one of these cards is played, the player also earns silver shillings, which they can spend to buy cards later.

Defender cards can be played on a player's own locations. These cards can garrison a location that is not being attacked or do battle over a location that is under siege from an attacker.

Attacker cards can be played on another player's location cards. This introduces an element of risk to the game. Players may well want to attack their opponents' most valuable locations, as attackers are often stronger than defenders, but they ought to take care in doing so. Victory will mean that the attacking player wins any victory points associated with that location, but failure results in the location becoming fortified, making it much more difficult to attack again.

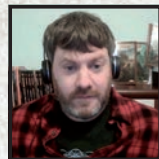
Support cards allow players to play tricks on their opponents or bolster their own defences. Certain support cards have powerful but straightforward abilities, such as the Blood-thirsty Slayer who can automatically defeat any attack. Others allow you to redirect attacks, or spy out which forces lay siege to or garrison a particular location.

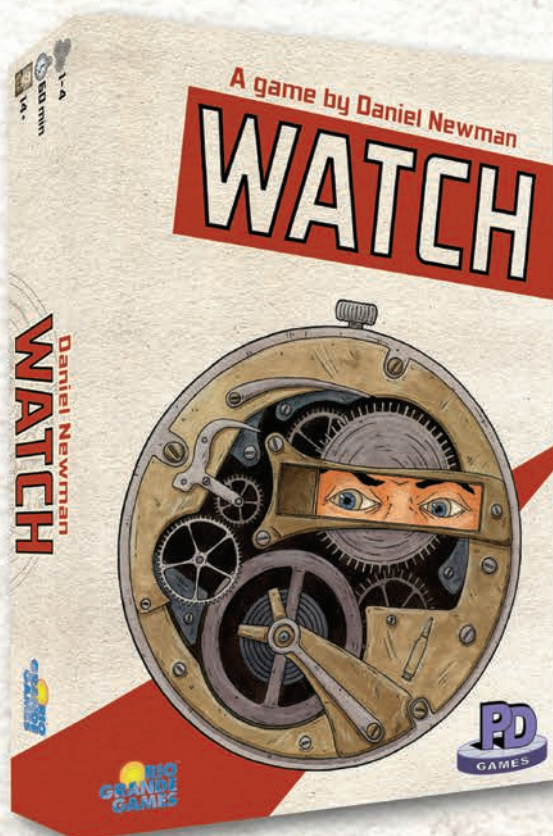
The game has two modes of play. At first players draw hands of cards and play multiple actions in a turn. This leads to quite hectic, fast-paced play as many locations are set down, garrisoned with defenders, or besieged by attackers. When the End of Game card is revealed, the game enters an end phase. Players are aware that the game will end soon, but are limited to a single carefully considered action per turn.

This box contains a set of English rules, 112 game cards, a set of tokens, and a player aid card. Designed to mimic the card games enjoyed by ruffians, gamblers and adventurers in taverns across the Empire, *Elector Counts* is the perfect companion game to enjoy between your adventures in the Old World. The cards are gloriously illustrated in art new and old, with classic pieces joining novel depictions of the loyal soldiers, iconic locations, and famous personages of the Empire.

...

Dave Allen has worked with Games Workshop and Fantasy Flight Games, and now develops Warhammer Fantasy Roleplay for Cubicle 7. He lives by the sea, and his ambition is to keep one of each species of crab as a pet. (He got up to 11 once, but they ate each other.) He plays guitar and can do two tricks on a stunt yo-yo.





WATCH

A game by Daniel Newman



You have just started working at a Soviet watch factory that you've discovered used to be a World War II era munitions factory. You've been sent there to produce gears, which you can sell for money, but you also need those gears to disguise the munitions crates you smuggle out.

Dig through the files in the foreman's office to uncover evidence of government corruption during the aftermath of WWII. Use the monitoring infrastructure in the foreman's office to catch your coworkers misbehaving and extract bribes from them — but be careful because someone else might be watching YOU!

Game features:

- Mechanics and theme work together to recreate the tension of Cold War era Soviet Union
- Feel the pressure of time while you try to stay one step ahead of your opponents
- Smuggle the most valuable gears out of factory to line your pockets but keep an wary eye on your comrades as they try to do the same

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SPACE STATION PHOENIX

PREVIEW
By Gabriel Cohn

RIO
GRANDE
GAMES

SPACE STATION PHOENIX

RGG 578 \$79.95 | Available April 2022!

Space Station Phoenix is a worker-placement and resource management game set in one of our Earth's possible futures. Designed by Gabriel J. Cohn, the game imagines what would happen if an intergalactic alliance of planets discovers Earth. This alliance decides to build space stations in our solar system to prepare for the time we can eventually be added to their union.

REBUILDING FROM THE ASHES

In *Space Station Phoenix*, the players are representatives of the Galactic Council, sent to Earth to build space stations to observe and perhaps interact with humanity. Players begin the game with nine ships and a station hub. These ships act as action spaces that players use to gather resources, explore the nearby planets, and build their stations. Once populated by the appropriate alien species, these stations become one of the primary sources of victory points collected during the game.

But herein lies the trick: the fastest and easiest way to gather the metal needed to build new station sectors is to dismantle those same ships. So, unlike most worker placement games, where more and more action spaces become available throughout the game, *Space Station Phoenix* features an ever-tightening sphere of possibilities as players race to complete their stations.

GAMEPLAY BASICS

While *Space Station Phoenix* does offer some deep strategic decisions, it is otherwise a relatively easy game to learn. There are just six basic actions players can take in the game. Most of these actions are simple and directly related to the available ships, such as gathering resources or constructing new station sectors. As an alternative, players can choose to receive income to provide much-needed money and refresh previously used ships.

As players develop their stations, they will gain advantages that will make one or another action more beneficial during the game. Player turns are quick, but choosing the right move at the right time can make all the difference. These decisions will depend significantly on variations in the setup and the gameplay of your opponents.



A DIFFERENT GAME EVERY TIME

Space Station Phoenix offers tremendous replayability with an almost infinite number of starting positions and variable components available during the game. Players begin with just one of the game's 24 station hubs, conferring special abilities and setup advantages. They also draft ships at the beginning of the game, so their fleets are always different. Finally, millions of game scenarios are possible due to the 72 station sectors included in the box. Only a portion of these station sectors will be available to be built in any game, so each experience will be different.

SERIOUS PLAYER INTERACTION

One other unique feature of *Space Station Phoenix* is that all players remain engaged during the game even if it is not their turn. First, available ships can be used by any player in the game for a small fee. So, even if you no longer have a particular type of ship, it doesn't mean that you can't take that action. You can just use another player's ship! Secondly, there are the Diplomacy Tracks. As players advance on these tracks, they have the potential to gain benefits every time any player uses a particular type of action. For example, if you think one kind of action will be favored more than another during this game, you can move up the Diplomacy Track related to that action to gain money, points, or resources each time that action is taken.



Another point of interaction is that most of the resources in the game are limited, so players are constantly competing. For example, there is a limited number of residents of each alien species. Each station part can only accommodate certain aliens, so getting them on your station before they are gone is essential. And there are bonus points up for grabs for the player with the most and second-most of each species, so racing to get those pluralities can make smart timing decisions crucial.

The game can end in three different ways so that each game can have a different pace. Sometimes it would be to a player's advantage to end the game faster. Given the variety of strategies players can pursue, their overlapping goals, and the tricky decisions required to accomplish these quickly, players need to be acutely aware of other players' long-term strategies to succeed.

...

Gabriel Cohn has been working on Space Station Phoenix for far too many years, and he still loves it. In his spare time away from gaming, he enjoys snuggling his cats, teaching history (or maybe math someday soon?), and not teaching as he travels, does the laundry, and blogs while following his wife on her sabbatical research trips.



BE THE MOLE WITH THE MOST CONTROL!

Moles have traveled from all over to compete in the annual Mountain Maker tournament. In this light strategy game, competitors show their skill based on how high they can pile their molehills, and by how many mountains they control. The mole that can build and control the most mountains out of molehills over 6 rounds will be declared the 'top tunneler' and will win the game. Features a two-level game board and full-color acrylic standees for each mole!

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ANIME 5E



ANIME 5E

GGD JPG815 PI |

Available Now!

You'd think role-playing storytelling and anime would go hand-in-hand, but offerings of anime-specific content for RPG players, or vice-versa, are surprisingly few and far between.

Japanime Games and Dyskami Publishing aim to change that! The partnership between the two companies is already well known in the tabletop gaming industry, with Japanime Games publishing Dyskami's *Big Eyes, Small Mouth* role-playing game (*BESM*) — currently in its 4th edition — since 2020. Now they've teamed up to publish *Anime 5E*, an anime-styled expansion on the Open Games License 5E formula!

Anime 5E successfully funded on Kickstarter in 2021, fully funding in just 40 minutes and gaining over \$600,000 in support from thousands of fans worldwide by the end of the campaign, proving that demand for new role-playing experiences has never been higher.



Mark MacKinnon, creator of the critically acclaimed *Big Eyes, Small Mouth* anime role-playing game, brings a point-based rebalance to the standard Fifth Edition offerings — and then layers in a wide selection of new Races, Classes, Skills, features, powers, game mechanics, and combat options on top of this foundation, thus creating *Anime 5E*. But it isn't just a 1:1 translation of *BESM*'s mechanics into Wizards' classic D&D formula — it's a unique role-playing system that enables players to tailor their characters to their own precise specifications, creating the ultimate anime protagonist and the adventures they embark on.

Anime 5E keeps the fantasy role-playing concept of the baseline *Dungeons & Dragons* game it's built upon, but strips out Wizards' proprietary elements in favor of a unique fantasy-anime world.

Combined with a completely reworked, points-based character creation system inspired by *BESM*'s system, as well as 14 new character classes, 14 new races, and dozens of new items, abilities, skills, and attributes, *Anime 5E* becomes something original.

It's more than just 1 product — the game is launching with a base rulebook and supplemental materials, but Mark MacKinnon has created a range of additional products and expansions to expand upon the *Anime 5E* core rulebook: pre-generated scenarios for multiple levels of characters, reference sheets and game screens for the DM, and more — it's a complete product line intended for players of all types, intended to parallel the extensive line released for *BESM 4th Edition* — but not replacing that product, nor are the two games compatible.

Japanime Games currently publishes Dyskami's *BESM* and its complete product range, as well as Dyskami's *Sailor Moon Crystal* board games — and has even in the past co-published certain expansions or peripherals, such as the upcoming *BESM Tokyo Sidekick* supplement to complement Japanime Games' landmark board game *Tokyo Sidekick!* The companies will continue their partnership with *Anime 5E*, and Japanime Games is proud to be picking up this RPG line — with *Anime 5E*'s core rulebook, pocket edition rulebook, character folio, game screen, dice, and dice tower being added to the company's growing range of anime-inspired RPGs!



Japanime Games will debut the entire *Anime 5E* lineup for sale in April 2022, and plans to continue publishing new *Anime 5E* products as they release in the future.

This release marks the third major RPG for Japanime Games. Aside from the initial *BESM* product line, Japanime Games launched *Glitter Hearts* — a magical girl anime-inspired RPG, in partnership with Leatherman Games in 2021. With *Anime 5E* making the newest in the growing line of RPG offerings from the company, Japanime Games has truly become the go-to for gamers looking to mix a little anime action into their game night, after all, at Japanime Games... **We Bring Japan To You!**



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PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #45: PAINTING MUSHROOMS

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

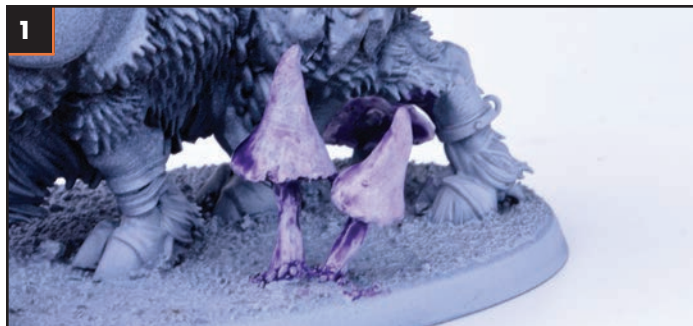
You can also see Dave painting live each week on our Game Trade Media Facebook page – Thursdays evenings at 7pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

PAINTING FANTASTICAL FUNGUS

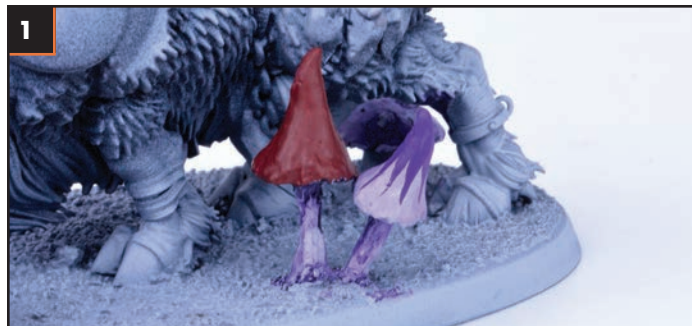
Creating interesting basing is a lot of fun, particularly when you can take the fantastical to the next level. For many, many years, the orcs and goblins of Warhammer have been associated with mushrooms. Typically these have been painted as the real world *Amanita muscaria* (or fly amanita) mushroom, which is quite toxic. In recent years, however, a wider variety of mushrooms have started cropping up on the miniatures – such as the Dankhold Troggoth to the left. Painters have started looking to natural references as a starting point, and then having fun messing with other colorful schemes.



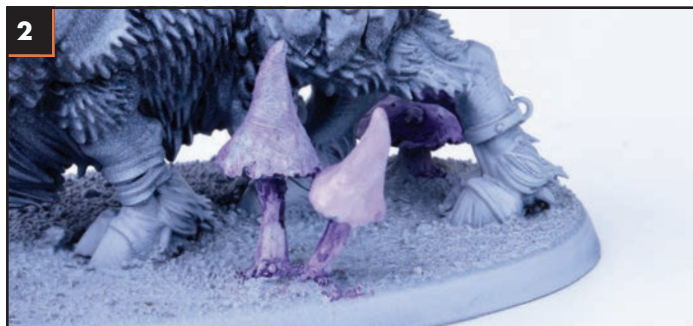
The miniatures used as examples on these pages are from the Gloomspite Gitz and Orruk Ironjaws ranges for Warhammer: Age of Sigmar, from Games Workshop.



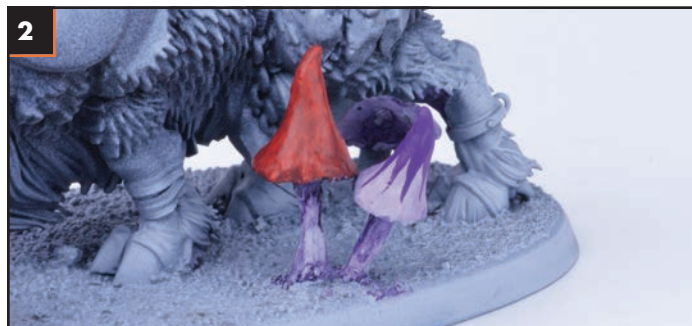
Prime your mushrooms with white (either painted or sprayed). Wash the mushroom with The Army Painter Purple Tone.



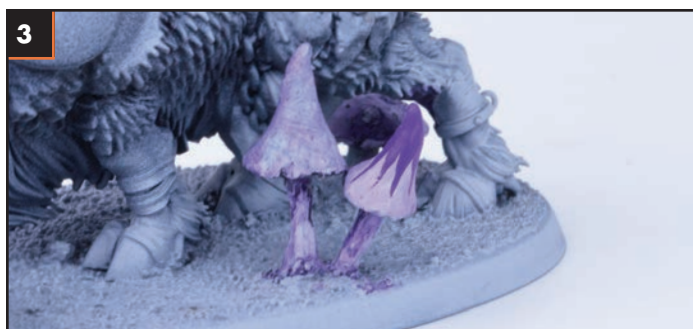
Start your mushrooms the same way as the purple ones. Basecoat the mushroom with Vallejo Model Color Burnt Red.



Highlight the mushroom with a mix of the Purple Tone and The Army Painter Matt White.



Layer on Vallejo Game Color Bloody Red to highlight the mushroom.



Paint the patterns on the mushroom with Vallejo Game Color Hexed Lichen.



Paint the dots with Vallejo Model Color Light Grey and then highlight them with The Army Painter Matt White.

DIFFERENT COLORS, SAME TECHNIQUE

Miniature fungus can come in all shapes and sizes and it's a simple matter to apply some of the same approaches while using different colors.

On the base to the right, you can see clusters of mushrooms with three main shapes. The tall, pointed mushroom in green was painted using the same method as the red and white 'shrooms, while the flatter, portabello-style mushroom to the lower right was painted in a different style, but using the same colors as our purple mushroom above.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



QUESTS OF YORE RPG: BARLEY'S EDITION (USO RP004721)

From The OP, reviewed by Eric Steiger

 8 & Up	 2 - 5 Players
 120 - 180 Minutes	 PI

"On a quest, the clear path is never the right one." Ok, I'm going to admit right off the bat that I'm a little bit biased: I **loved** Disney's *Onward*, the movie that spent about 30 seconds in theaters in early 2020 before the pandemic shutdown, and while it found an audience at home, it never made the splash it really should have, which is an absolute shame because it was a perfect introduction to fantasy roleplaying.

Clearly, The Op agreed with me, because they created a near-perfect intro RPG product based upon it. *Quests of Yore: Barely's Edition* is an adorable replica not just of the in-universe game system the main character plays, but his specific copy of it (complete with margin notes and snack food stains).

The basic task resolution mechanic of *Quests of Yore* is relatively straightforward — stats (Approaches) and Skills (Techniques) are each measured by a die type, ranging from d4 to d12. When you attempt to do something, the GM (Quest Master) assigns it a difficulty number. You take the appropriate die from each of your Approach and Technique, potentially add an assist die from a relevant spell, power, or item, add up the totals, and compare to the difficulty. This is especially convenient in that all of the dice are color-coded, making it easy for younger players to know which to use.

The game is clearly intended for an adult to read through the Advanced Guide, then explain enough to the players to get them started. Everything in it is geared to be as easy as possible for the players, such as making all items, spells, and powers card-based, eliminating the need for them to go flipping through rulebooks to find out what their stuff does. There are several pregenerated characters if you want to start right away, but character creation is very easy and straightforward, as long as one person has read and digested the book.



and illustrations of all of the items and spells used. Clearly, the game knows its audience.

In terms of complexity level, I would put this almost exactly between *No Thank You, Evil* and the D&D Starter Set. On the one hand, it's definitely meant to be run by an adult with children playing, and I wouldn't expect an 8-year-old (the minimum recommended age) to go through the 80-page Advanced Guide to learn the rules. On the other, the game includes different die types, character creation rules, systems for leveling up (gaining Reputation), and other elements that are more akin to a standard RPG system than a childrens' intro one. And the advantage of the card-based resources cannot be overstated — having all of the rules for each item, spell, or power right in front of you makes things much easier on players, especially when the game requires you to "gear up" before each encounter, selecting individual resources from a group pool.

In short, *Quests of Yore* has two target audiences: fans of the movie, and semi-new roleplayers who aren't quite ready for D&D yet but are looking for an on-ramp to it. Movie fans will delight in seeing this expansion and development of the rich world and characters they love, and new RPG players will find an easy and streamlined way to learn the basics of fantasy roleplaying

with miniatures they can paint, maps they can explore, and adventures they can dig into.

...

Eric is your friend, and friends wouldn't let you play bad games.



The included campaign (the Tome of Quests) is fantastic, starting at the Manticore's Tavern (before she sold out) and leading the characters all the way through a brand-new storyline with several nods to the movie and its locations. The game comes with a ton of visual aids as well, including miniatures (one of which is the Manticore), maps,

PAINTING HAPPY LIL MINIS

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the chance to learn some new tricks
AND be able to chat with
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STARFINDER RPG: GALACTIC MAGIC HARDCOVER (PZO 7118)

From Paizo Publishing, reviewed by John and Isaac Kaufeld

 16 & Up	 3 - 7 Players
 120 Minutes & Up	 \$39.99

There's a rhythm to the expansion books for roleplaying games. They might focus on new settings, introduce new character classes or class options, or add armories full of gear and planets full of possible enemies. Most often, there's a touch of everything in there — the literal "something for everyone."

Paizo's latest *Starfinder* tome, *Galactic Magic*, bundles all of those expected goodies into a solid 160 page book. But you also get some delicious extras like a deep dive into how magic works at the character, societal, and even universe level.

There's a lot to talk about in here, so let's browse through the top five things that you need to know about *Starfinder Galactic Magic*.

THE LONG-ANTICIPATED PRECOG CLASS

Precogs manipulate time just like mechanics assemble parts. The key ability score for a Precog is Dexterity, but Intelligence is almost as important. A Precog's Dexterity governs the paradox side of their abilities (a new magical power), while Intelligence covers the spell casting side.

Every Precog character also selects one of six anchors to represent the source of their connection with time. The selected anchor governs how the character can use paradoxes to change die rolls in the game. The anchor choice is permanent, so know your overall character design before choosing.

We expect to see plenty of Android, Elf, and Ysoki characters in this class, as well as the occasional Ikeshti, Kiirinta, and Tiefling.

MAGIC FOR YOU AND YOU AND...

Every character class gets new magical abilities of some kind from *Galactic Magic*. Witchwarpers can create an energy whip to flay reality, Envoys can talk to magic and make it listen them, Mechanics can learn to use spell chips, and so much more.

Soldiers get some special treatment. Sure, they get a magical fighting style (no surprises there), but they also get a non-magical style called Archer. Characters using this style inflict ranged damage from analog bows and various arrows. If that sounds cool, check out the book's section on Apocalypse Bows, because you're going to love them too.

TAKING INVENTORY OF GEAR

It's only fitting to find a slew of magical and hybrid technological items lurking in a book about magic. The *Starfinder* development team won't disappoint you, no matter what you hope to find.

Our favorite items include the everlatch rope, null-space kennel (big enough for a friendly renkroda), "gimmicks" that personalize your spells, and the trench coat of utility. New weapon fusions and armor upgrades round out the offerings. And for people running

home games, *Galactic Magic* offers two legendary artifacts for your characters to drool over.



SPILLS, SCHOOLS, AND FAITHS

Here's where *Galactic Magic* really does something, well, magical with *Starfinder*. The book includes pages of new spells along with updated spell lists for Precogs and all other casting classes. For home games, it also adds alternative casting options and instructions for dealing with lengthy rituals that should set every home-brew storyteller's heart aflame.

We truly loved the sections that fleshed out the faiths and deities of the *Starfinder* universe. It's one thing to read the pantheon highlights in the Core Rulebook, but another to dive into the details revealed here.

Twenty major gods get full-page explanations with detailed descriptions, plus eight more get half-page introductions. Then the book keeps going with sections about ancestral deities, elder and eldest gods, and outsider deities. The amount of background source material here will inspire any storyteller's imagination.

MAGIC IN THE UNIVERSE

The last section of the book goes on a deep dive into the roots of magic in the *Starfinder* galaxy. How does it work? Why does it work? Is it consistent? How do characters study it? You get answers to all these questions and so many more in *Galactic Magic*.

Granted, this info isn't for everyone (and it might even bore some people), but if you want to really ground yourself in the lore and philosophy behind *Starfinder*, this section makes a great starting point.

VERDICT

Galactic Magic deserves to be on every *Starfinder* player's shelf, but the book will appeal at a whole different level to the game masters, storytellers, and deep-dive character creators who love explore the how and why behind this universe. We highly recommend it.

If you play *Starfinder Society* games, you'll be pleased to know that *Galactic Magic* is already approved for Society play. The Paizo web site lists the details of both the modifications and prohibitions in place for Society characters. There aren't too many, but they may feel a little complex the first time you read through them. We recommend reading through the rulebook first, then referring to the Paizo site's Options Listing by Book (paizo.com/starfindersociety/characteroptions) for the details.

...

John Kaufeld often frets about whether the word "meeples" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



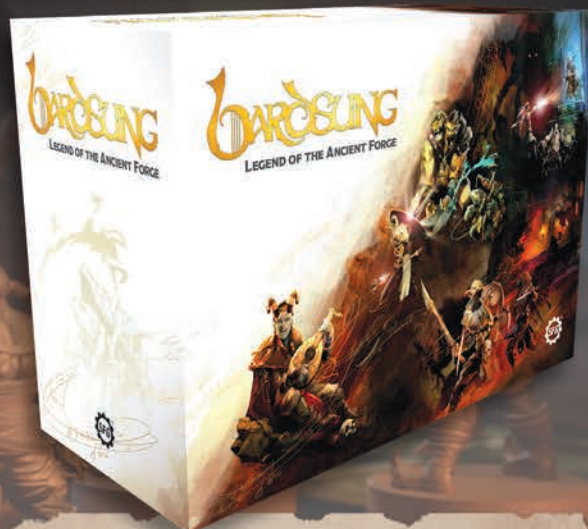


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TWILIGHT 2000 RPG: CORE BOX SET (FLF T2K001)

From Free League Publishing, reviewed by Thomas Riccardi



15 & Up



1 - 4 Players



30 - 90 Minutes



\$59.99

The world as you know it is gone; a coup, which began in the Soviet Union, led to the Cold War turning hot. As devastation was unleashed upon the world, the US military was scattered to the winds in Europe as any hope of support dissipated.

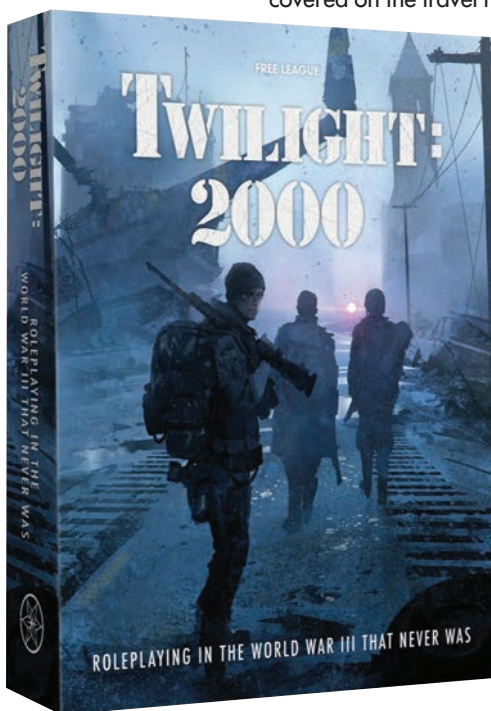
Now, in the year 2000, a transmission has been received from the US military about a plan to restore order in the chaos: Operation Reset. This was the first transmission heard from them in a year. However, will you be able to survive this harsh wasteland or succumb to its many dangers? This is the setting of the latest game from Free League Publishing - welcome to the latest edition of *Twilight 2000*.

The boxed set of *Twilight 2000* has everything you will need to start playing in this universe including a 152-page Player's manual and a 112-page Referee's manual. A huge travel map which is double sided and can be used to show characters on the march from place to place. There are also 16 battle maps that can be used individually or combined to create a variety of different battlefields along with 108 counters that depict everything from conditions to fighters and vehicles. Fifteen dice are included with the core set that include a hit location die and one for ammo. Five blank character sheets along with 62 cards (52 encounter and 10 initiative) round out the contents of the boxed set.

The Player's manual shows you how to get started in playing this game with your friends and has two different types of character generation. For those that want to get started playing right away you can choose one of the default archetypes that are included in the rules and get started.

However, if you want a bit more meat to your character you can always choose the lifepath system to get started, which allows you to create a character step by step and gives you not only a variety of skills that you will need on your journey but a deeper background that you can use in your sessions.

The Player's manual also features rules for performing skills, combat, and other actions as you explore the ruined world around you. Gear is also broken up in this section by nationality as they show what is available for not only United States and Soviet forces, but other nations as well such as Germany and Poland. This includes a variety of land-based vehicles from simple trucks all the way to armored vehicles such as armored personnel carriers and tanks.



The Referee's manual tells you how to run a campaign as it gives you a bit more insight into a world that has been torn by conflict. Focusing primarily on Poland and Sweden (which is also the areas covered on the travel map), the manual states what forces are present and where.

A timeline of events is also provided, beginning with the fall of the Berlin Wall leading into the coup staged by the "Gang of Eight" in 1991. There is a section on tips on running a *Twilight 2000* game as well as random encounters that you can throw at your players; these are identical to those found in the encounter deck as they show off either a place or group of people and the reward for completing said task. For example: *The Smell of Victory* shows a bunch of burnt-out vehicles that can be salvaged for needed scrap and materials.

Other tables include radio chatter and rumors that can be used either as hooks for the PC's next mission or to start a completely new point to the campaign. Forces are also covered in this manual showing what units are stationed in either one of those settings. There are also general forces that can be used in either setting or in one that you can completely create from scratch.

Additionally, the Referee's manual contains five different scenarios that are designed for use with the enclosed maps. These scenarios range from dealing with a town devastated by war, to encountering a military school run completely by children. There is also a random scenario generator along with rules on how to play this game solo if you so choose.

Twilight 2000 is a fun and entertaining setting for new fans and old alike. With detailed character creation, easy to learn rules, and a world ripe for exploration, this is a great game that

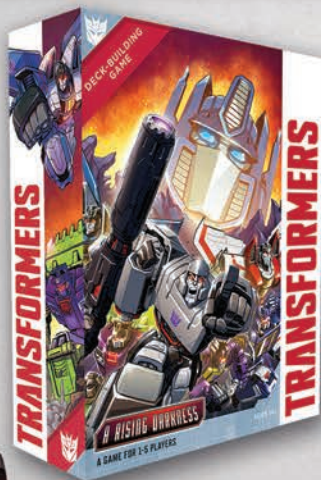
needs to be experienced. For more information on this and other games head over to <https://freeleaguepublishing.com/> and get ready to play in the war that never was.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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Greetings GTM Fans!

For our April issue, *Game Trade Magazine* and *Game Trade Media* are off to the races with Perplext to bring you an exciting giveaway!

Three lucky winners will receive a signed copy of *Long Shot*, courtesy of our friends at Perplex! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on March 22nd and will close on April 25th, so don't delay!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

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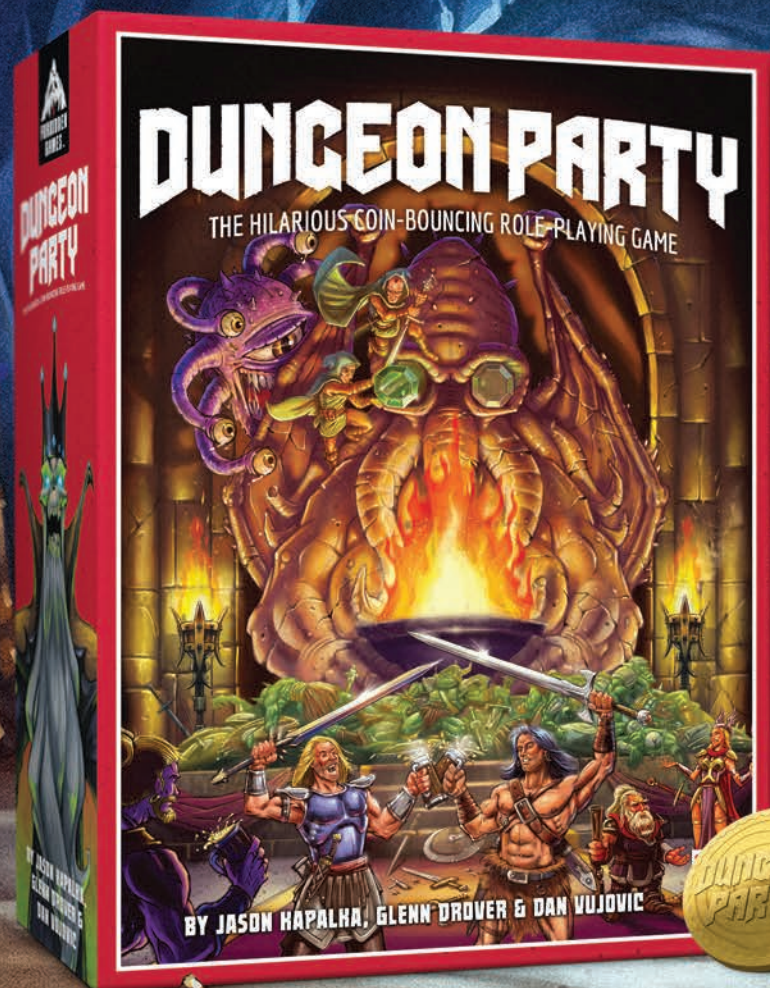


CONSIDER YOURSELF LEGALLY DISCLAIMED:

No purchase necessary to enter. Contest is open to continental U.S. and adjacent Canada residents only. All local, state, and Federal taxes will be the sole responsibility of the prize winners. All prizes will be awarded. Prizes may be substituted. Prize winners will be drawn from all eligible entries. Odds of winning are based on total number of contest entries. *Game Trade Magazine*, *Game Trade Media*, and AGD are not responsible for late, lost or otherwise damaged entries. Entrants agree to allow their entries to be featured in *Game Trade Magazine* and/or *Game Trade Media* without additional compensation or permission, as well as name, photograph, and/or likeness for promotional purposes. This contest is void where prohibited, regulated, or restricted by law in a manner inconsistent with its purpose and rules. *Game Trade Magazine*, *Game Trade Media*, Alliance Game Distributors, and Diamond Comics Distributors employees are ineligible to win. An adventure is only an inconvenience rightly considered. "No hour of life is wasted that is spent in the saddle."

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1-2
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BARDSUNG: LEGEND OF THE ANCIENT FORGE

INSPIRED BY DUNGEON-CRAWLING, ROLEPLAYING, AND CHOOSE-YOUR-OWN-ADVENTURE CLASSICS, BARDSUNG IS A 1-5 PLAYER COOPERATIVE DUNGEON EXPLORER THAT COMBINES THE BEST OF ALL THREE TO CREATE A POWERFUL NEW EXPERIENCE.

Descend into the depths of an Ancient Forge in a branching campaign lush with narrative from the legendary Rhianna Pratchett, building unique dungeons by making decisions as you explore. Face terrible creatures in zone-based combat puzzles and level up along a classless path system to create your songworthy hero!

RESIDENT EVIL 3

THE BOARD GAME

Experience the spine-tingling horror of the original video game on your tabletop with Resident Evil™ 3: The Board Game, for 1-4 players. Work together to explore iconic locations, manage precious resources, and keep mutated monsters at bay!

OPEN THE BOX TO UNLEASH THE HORROR!
INSIDE, YOU'LL FIND...

- 28 Plastic minis, highly detailed (including Nemesis Stage One & Two)
- 20 Double-sided Game Board Tiles
- Rulebook and Scenario Book
- 4 Player Health Track dials
- 60 Terrain elements
- 208 Cards
- 11 Tracker dials
- 6 Dice
- 82 Tokens

AVAILABLE NOW
MSRP \$99.95
SKU SFRE3-001

COOPERATIVE
CAMPAIGN
BOARD GAME
FOR 1-4 PLAYERS



- Inspired by the original Resident Evil™ 3 video game
- Play as Jill, Carlos, Mikhail, or Nikolai
- Two boss monsters — face the Grave Digger and Nemesis Stage Two!



90-120
Minutes



Age 14+



1-4
Players

DARK SOULS™

THE ROLEPLAYING GAME

PREPARE TO DIE

Experience *Dark Souls™* like never before in this complete tabletop roleplaying game of adventure, horror, and tactical combat. Inside the core book pages is everything you need to run thrilling roleplaying campaigns set in the ruinous *Dark Souls™* universe.

COMING SOON

MSRP \$49.95

SKU

SFDS-RPG001



COMPATIBLE

DARK SOULS

THE BOARD GAME

AVAILABLE NOW
MSRP \$119.95
SKU SFDS-001



PREPARE TO DIE

Take on a **tabletop reimagining** of one of the most challenging video games ever made in this **cooperative** dungeon crawl board game for **1-4 players**. Not for the fainthearted, *Dark Souls™: The Board Game* rewards tactical skill and those who learn from their mistakes.

INSIDE, YOU'LL UNCOVER...

- 4 Player character miniatures
- 16 Enemy miniatures
- 4 Mini boss miniatures
- 3 Main boss miniatures
- 250 Cards
- 47 Tiles and terrain
- 75 Tokens and dials



1-4 Players



Age 14+



60-90 minutes



WHO ARE STEAMFORGED GAMES?

Steamforged Games is led by a love of the craft and a mission to deliver compelling tabletop experiences that capture people's emotions. From small beginnings in the corner of a hobby gaming store, the team has gone on to create authentic tabletop versions of some of the biggest video games around. And with original titles like Epic Encounters, which Forbes called the "Blue Apron [of] Dungeons & Dragons"; the highly-rated skirmish wargame, Godtear; and their star-studded upcoming dungeon explorer, Bardsung, Steamforged is fast building a reputation as a producer of their own excellent IP's.

Want to get in touch with Steamforged?
For commercial enquiries, reach out to toby@steamforged.com.



AVAILABLE NOW
MSRP \$49.95
SKU SFEE-012



20 HIGHLY
DETAILED
UNPAINTED
MINIATURES



Everything you need to run a thrilling
Undead Horde encounter, including:

- Double-sided game mat
- Adventure book
- Monster stats
- 5e compatible
- Tips and tricks for building tension and excitement
- Use as a standalone one-shot or as part of an existing campaign

CAN YOU SURVIVE THE ARENA?

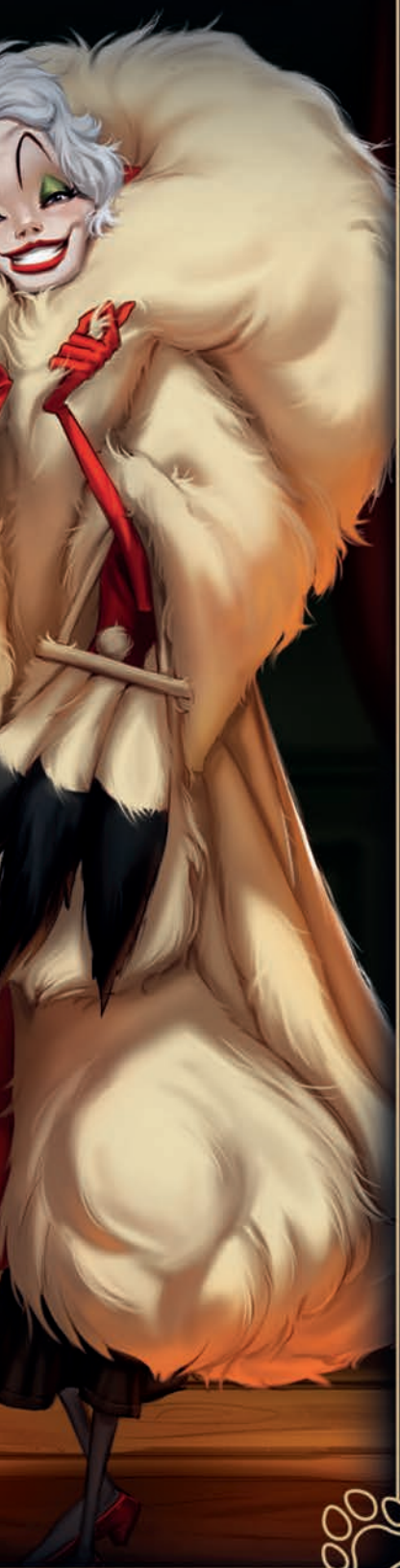
EPIC ENCOUNTERS

Arena of the Undead Horde is an **all-in-one** boxed roleplaying encounter **suitable for new and experienced players**. It's **5e compatible** and **ready to play** as part of a new or existing roleplaying campaign.

This warband box contains **everything you need** to run your own Epic Encounters, including 20 highly detailed minis, a double-sided game mat, and an adventure book.



a de Vil



Gaston



Syndrome



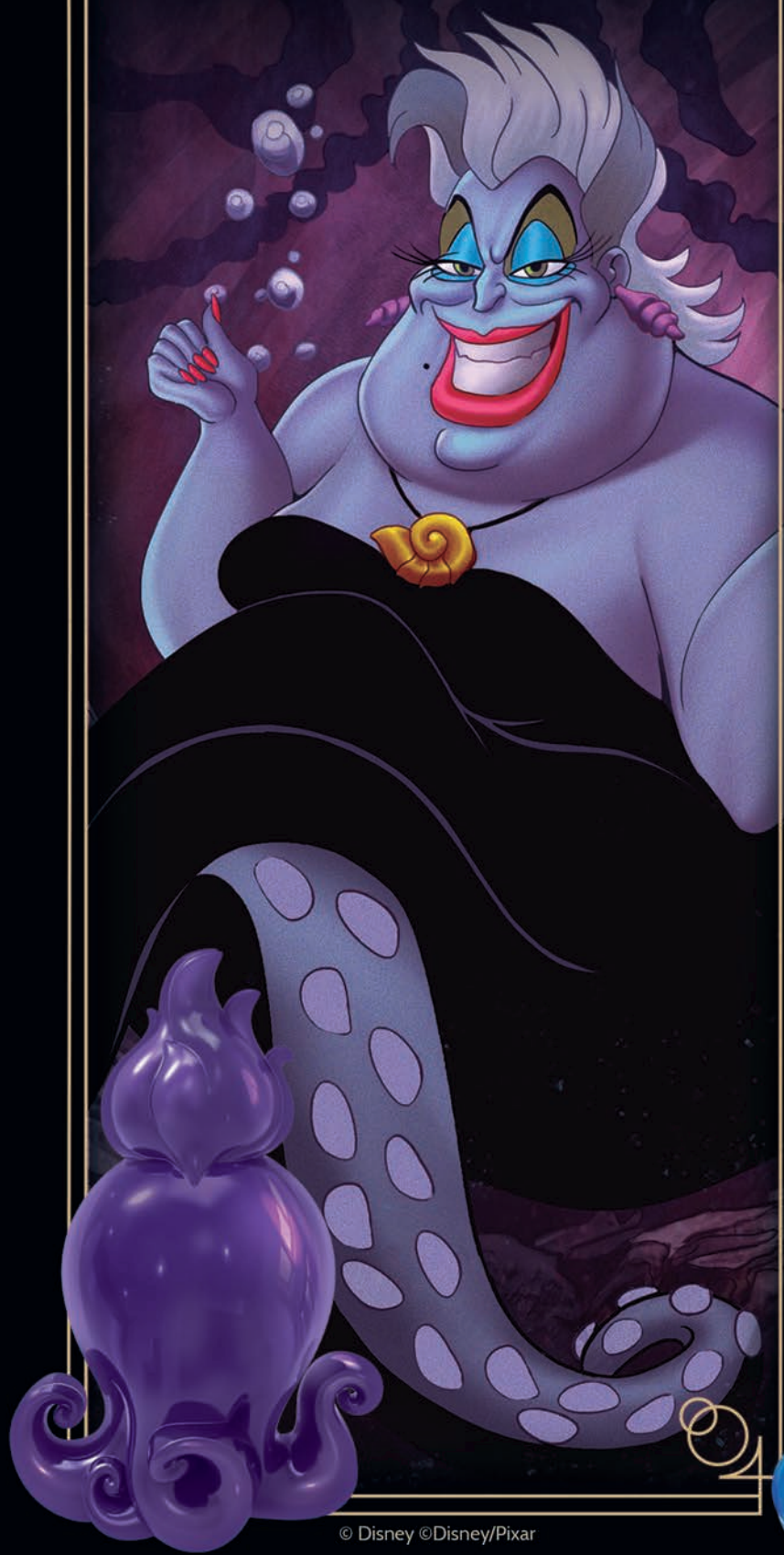
Disney
Villainous

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Are You?

www.ravensburger.com

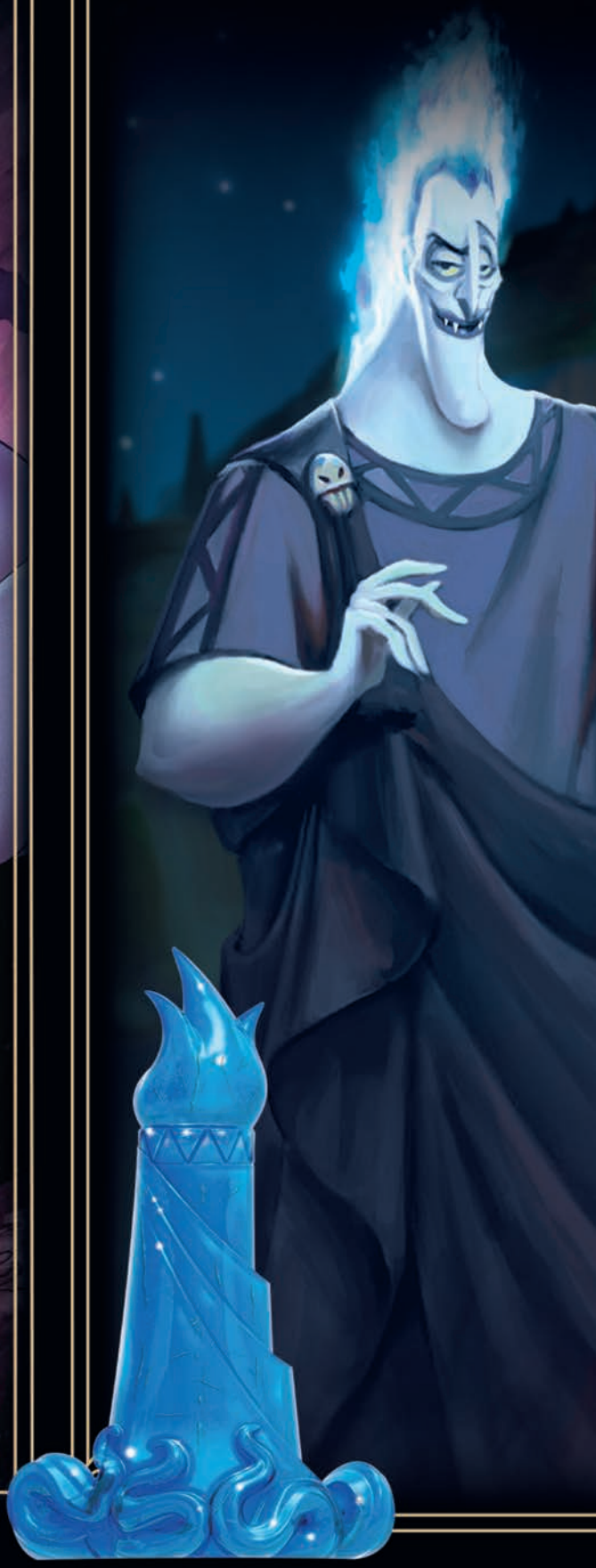
Ravensburger

Ursula



© Disney ©Disney/Pixar

Hades



Yzma



p



ete



Horned King



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Ravensburger

en

Scar

Cruell



Maleficent



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Evil Queen

